WITH HOT LEAD AND COLD STEEL

American Civil War Wargaming Rules

Osprey Wargames

Arthur van der Ster

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Dedication

In March 2023, my good friend and fellow wargamer Marc van Vugt passed away. He was just 56. Marc was warm and kind. He leaves behind his wife and two daughters. He was a history teacher and we both shared a passion for the American Civil War. Marc was one of the first play testers for *With Hot Lead and Cold Steel* and vital to the development process of the rules. He is sorely missed. Marc, this one is for you.

“Let us cross over the river and rest under the shade of the trees”

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Introduction

The American Civil War is probably one of the most popular historical periods for wargamers. The reasons for that are many and varied. For one, there are a lot of figure ranges available in practically every scale imaginable: 54mm, 28mm, 25mm, 20mm, 18mm, 15mm, 13.5mm, 12mm, 10mm, 6mm, and smaller. Most of these ranges offer you a wide array of troop types such as regular infantry, zouaves, the Iron Brigade, different types of artillery, skirmishing infantry, and cavalry. The uniforms of most ACW soldiers were relatively simple, especially compared to Napoleonic uniforms. This allows players to get a decent-sized force painted up relatively quickly.

Another important aspect is the history of the Civil War itself. The Civil War is a watershed moment in American history. It literally pitted brother against brother in a conflict that would determine whether a nation that was only 80-odd years old would overcome sectional strife or separate into two nations. In the words of the late author Shelby Foote, "It was the crossroads of our being, and it was a hell of a crossroads."

The causes of the war are as varied as the miniature scales available. Suffice to say for now is that the Civil War was the bloodiest event in American history. Most recent estimates put the death toll over 700,000. Hundreds of battles were fought during the war. Some were small skirmishes, but many were large battles with thousands of troops on either side.

From a military perspective, the Civil War offers gamers a lot of scope to try out tactics that were developed during the war. Gone were the days of grand Napoleonic-style cavalry charges. Cavalry now operated as mounted infantry, dismounting and fighting on foot, scouting ahead of the main body, protecting supply lines or the exact opposite – attacking them! The Civil War was fought mostly by infantry supported by artillery. As the first year of the war waned, most infantrymen were armed with rifled muskets, which had greater range and more accuracy than smoothbore muskets. The rifled cannon, again more accurate than its smoothbore counterpart, was widely used to great effect. Players are able to stage grand manoeuvres with banners flying and beating drums, while facing potentially murderous weaponry.

The First Modern War

The Civil War is considered by most historians as the first 'modern' war. There is a lot of truth in that, as the war witnessed the advent of more modern and accurate weaponry: rifled muskets, rifled artillery, breech-loading carbines, and repeater rifles. One of the first machine guns, the Gatling gun, was invented in 1861, but was hardly used during the war. Troops were transported by train for the first time in military history. The telegraph was used widely by both North and South, making communication across the vast distances a lot easier. The first battle between armoured vessels occurred in March 1862, between the *USS Monitor* and the *CSS Virginia (formerly the USS Merrimack*). The world watched in awe. Trench warfare became the norm during the second half of the war. As it became evident that the casualty rates during battles were generally disastrous, many commanders chose to dig in and force the enemy to break his army upon well-defended trench systems. Despite all these developments, during four years of war, commanders relied on outdated tactics. Massed infantry assaults were made against well-defended positions and beaten back with heavy losses. Medical care and personal hygiene were closer to the Middle Ages than to our own time, adding to the misery and enormous death toll of Civil War soldiers.

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Why Another American Civil War Ruleset?

I have played many different wargames over the past 25 years, ranging from fantasy and sci fi to historical. What I have found is that most of those rulesets, especially historical rulesets, tend to either overcomplicate the rules or oversimplify them. In the former case, rules are not player friendly, especially for new players. There are endless charts with relatively complex formulas which really bog down games. In the latter, games become too abstract to the point where one might simply play with chits or tokens instead of painted miniatures. *With Hot Lead and Cold Steel* (*WHLCS*) tackles this problem by providing easy to understand statlines for troops and minimizing the number of statlines used in general. Modifiers are also kept to a minimum without sacrificing realism.

Having played several American Civil War and black powder-era games, I have come to the conclusion that none of them really use the correct terminology of the period (save for a few exceptions). This goes for formations, manoeuvres, weapons, ammunition, orders, and so on. *WHLCS* provides players with the correct phrases because I have taken these from original source material. If you want your troops to move fast, you can order them to 'quick time' or 'double quick'. If you want to fire your artillery, you can choose between case shot, solid shot, shells, or canister, and each type of ammunition reflects what it did in a real battle. You can use the correct manoeuvres such as 'oblique movement', 'refuse the flank', and 'move by the flank'. Brigade formations were an important tactical option during the American Civil War and you can deploy your brigades 'in echelon', in 'multiple lines', or in 'assault column', each granting their own specific benefits.

To sum up, I wanted a ruleset that I would enjoy playing with my friends; a set of rules that allows for fast play, minimal charts, but also provides period flavour. I hope like-minded ACW enthusiasts will enjoy playing *WHLCS* as much as I did writing them!

What is *With Hot Lead and Cold Steel*?

With Hot Lead and Cold Steel (*WHLCS*) is a fast-playing, big-battle game set during the American Civil War (1861–1865) played with miniatures. And by big, we mean *big*. *WHLCS* is meant to be played with hundreds of figures per side and is principally designed for 28mm figures (1/56 scale). For those of you who have ACW collections in different scales, fear not; we provide you with a conversion table. Games can be played with two brigades per side, which we would consider small, up to several brigades, divisions, or even corps per side.

We have designed the game in such a way that allows for fast play. We feel that in many miniatures wargames, a lot of time goes into flicking through the rulebook, looking up tables for specific results, and so on. We have kept this to an absolute minimum without sacrificing a sense of realism in terms of battlefield conditions influencing the outcome of orders, movement, shooting, melee, and so forth. *WHLCS* is a bloody game; units can inflict an enormous amount of damage when placed correctly, especially when enemy units get close. This means that units can get knocked out of the game fairly quickly. We feel this is very appropriate for an American Civil War game. A game of *WHLCS*, depending on the size, can be played easily in an evening, and for those of you who are very ambitious, very large games can be played over a Saturday or Sunday afternoon. Most games can be played out to a satisfactory conclusion in a couple of hours.

With Hot Lead and Cold Steel is written for friends, to be played with friends, in a light-hearted spirit. It is *not* a competitive game. That doesn’t mean you can’t field two equally sized forces and play a balanced game against each other. However, *WHLCS* is intended to be very historical. The Union and Confederate armies, despite both having similar arms and equipment, the same training manuals, commanders who had received the same military education and sometimes attended the same military academies, were in many respects very different. The Union army could field huge armies, thanks to the North’s massive population, compared to that of the South. In addition, the Federal government was able to equip and feed their soldiers extremely well due to its industrial and agricultural development. The Confederate forces were far smaller, and relatively poorly equipped and supplied (with sporadic exceptions). They did have the advantage of fighting in their home states, with short interior lines, and having experienced troops under the command of some excellent officers.

By Steve Noon © Osprey Publishing Ltd. Taken from Campaign 374: *The Battle of Gettysburg 1863 (1)*

These differences result in two armies that each have their advantages and disadvantages, making a game of *WHLCS* a less than balanced affair, which we think is only just and proper. It is up to the players to make the most of what they have!

What Do You Need?

American Civil War miniatures first of all. Preferably painted and nicely based. Miniatures are available from different companies in various scales and styles, made of plastic, metal, or resin. Next, a large playing area, again depending on the figure scale, at least 6' x 4' but larger would be ideal, especially for 28mm figures. You'll also need some model scenery such as trees, roads, fences (you need loads of fences in ACW gaming!), bushes, hills, and buildings, plus a handful of 10-sided dice (D10), a range ruler in inches, some useful tokens to mark casualties e.g. dice, casualty figures, chits etc. Fish tank filter wadding is perfect to use as smoke markers to indicate which units have fired. Finally, of course, people to play with.

General Principles

Measuring

Always measure distance between enemy from the centre of the active unit to the closest enemy point.

Premeasuring

Many wargames allow players to premeasure distances. In *WHLCS* this is not allowed. We feel that it adds to the uncertainty and excitement and requires players to really immerse themselves into the game.

Front, Flanks, and Rear

All units divide the space around them into Front, Flanks (one on either side) and Rear arcs. The division between arcs is a 45° line from each corner of the unit.

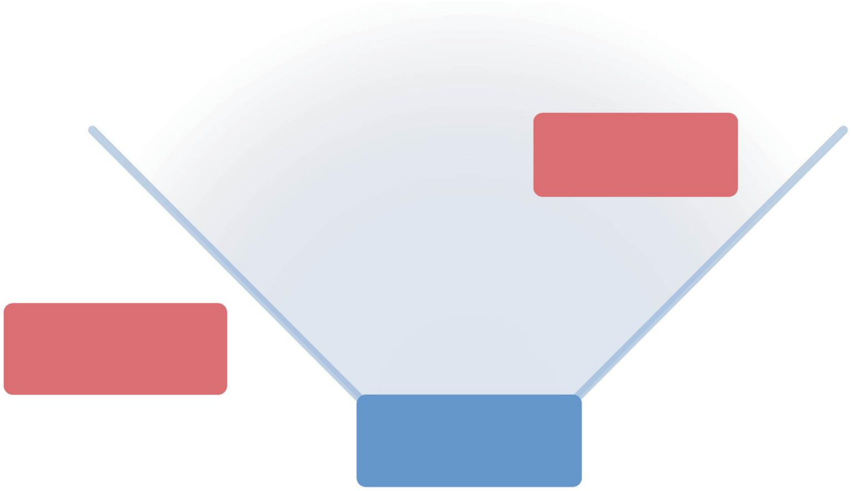


Diagram shows the front arc for a unit. with one unit within its front arc, and another outside of its front arc.

Line of Sight

Each unit can see what is in its front arc. Units can fire in that 90° arc. The unit cannot see to its flanks or rear.

D5

In certain cases, it will be necessary to roll a D5. Just roll a D10 and convert your score: 1–2=1; 3–4=2; 5–6=3; 7–8=4; 9–10=5.

Visibility Within Terrain

Some terrain features, such as woods and corn fields, limit the distance troops can see. Obviously, one wood is not the same as the other; some are quite open, others very dense with heavy underbrush. We leave it up to players to decide what is open and what is dense terrain. In general, we suggest that troops can see up to 18” within open woods and corn fields, and 12” within dense woods, shrubbery, and corn fields.

Basing

Players can either base their figures individually, i.e. 1 figure per base, or they can ‘multibase’, meaning several figures on one base/stand. You will notice that throughout this book, the terms ‘bases’ and ‘stands’ is used interchangeably. They mean the same thing.

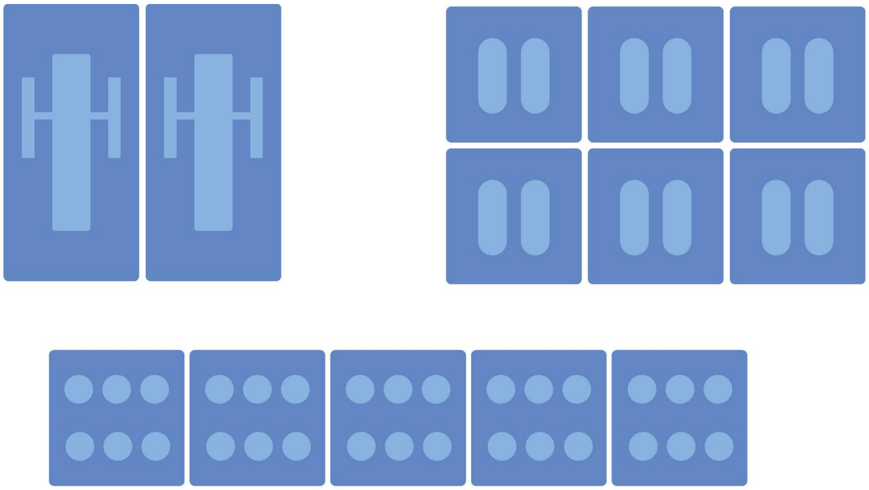
Basing is relatively unimportant. When playing 28mm, we recommend that each infantry figure is placed on a 20mmx20mm base. For those of you who like to multibase, use 4 figures on a 40mmx40mm base or 6 figures on a 60mmx40mm base. If you are basing up your army for these rules, we suggest using 6-figure bases, as bases are removed when they take 6 points of Unit Coherency (UC) damage.

For cavalry, figures are mostly based on a 25mmx50mm area and these can also be multibased on larger bases, e.g. 50mmx50mm or 75mmx50mm depending on what you prefer.

Artillery is slightly trickier because they are large models with several crew members. A base of 60mmx80mm seems to work well.

Command stands are really up to the players. we like to use circular bases with a general on horseback, flanked by a flag bearer and perhaps some staff officers. It is entirely up to you.

Really complex models such as limber teams and ambulances, that have no real role to play but are used to enhance the gaming table, can be based in whatever fashion players decide.



An example of basing for the three unit types; Infantry, Cavalry, and Artillery.

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Setting Up a Table

Playing on a great looking table is one of the most rewarding aspects of the hobby. Embellishing the tabletop with buildings, roads, trees, fences, and what have you really makes the whole experience come alive.

In fictional, one-off battles it is recommended that players on both sides get to place terrain. How they do so is totally up to the players, so long as both sides are in agreement as to how the table is set up. With historical scenarios, follow the map of the battle. In either case, players should agree on the terrain rules provided below.

Terrain

Building good-looking terrain is a hobby in itself, although to people getting started in the hobby this may seem like a daunting task. Luckily there's a whole swathe of products available that are affordable and easy to assemble. For instance, buildings and fences come in MDF, hard plastic, and can also be 3D printed. There a several producers of gorgeous-looking mats to put on your table. Model trees can be purchased from a variety of sources. The possibilities are endless. Of course, you could always build your own terrain from cardboard, balsa wood, or similar. A quick online search will point you in the right direction.

Terrain plays a huge part in any wargame. Civil War battlefields tended to be rural (although the occasional city was besieged). Think of rolling hills, different types of fences crisscrossing the landscape, farm buildings, crops, woods, creeks, and rivers.

Below you can see what influence each type of terrain feature has in game terms.

- Open ground: Gentle hills, farmland with low vegetation: Troops may move without penalty.
- Difficult ground: Hills, trees, small streams, rocky ground, crops, tall undergrowth, fences, walls, obstacles like chevaux de frise and abbatis: Half move.
- Impassable ground: Wide rivers, buildings, rocky outcroppings: These areas cannot be entered

Cover

In some cases, troops can claim to be in cover, making it more difficult to be hit by enemy fire. This happens when troops take up positions behind fences and stone walls, or are in wooded areas or similar terrain. There are two types of cover; soft and hard. Soft cover is considered to be vegetation like woods, cornfields and wheat fields, fencing, and similar. Hard cover is considered to be stone walls, rocks, buildings, ravines and such.

Whenever troops are within 1” of a terrain piece that grants cover, those troops count as being in cover. When units of both armies are within 1” of that same piece of terrain, neither side can claim cover.

Deployment

Generally speaking, when playing a historical scenario, deployment is known to both players so there is no need for secrecy. If you want to play a fictional battle, we suggest that each player alternates deployment, placing one brigade at a time until all units are on the table.

Fog of War

To add some interest to games, players may decide to use the ‘fog of war’ option when deploying. The idea is that, as in reality, players do not know exactly where the enemy is, and which troops they are facing. This happened all the time during Civil War battles. We therefore recommend that, instead of placing your miniatures on the table, players use playing cards or other appropriate markers to show the possible whereabouts of their troops. We say ‘possible whereabouts’ because players are allowed to place ‘ghost’ brigades, i.e. players may place extra fog of war markers to throw the opposing players off track. We recommend that each player may place a maximum of one ‘ghost’ brigade and a maximum of five fog of war markers.

Note that troops that are currently using the fog of war rule may only move. They may not fire and are unable to fight in a round of hand-to-hand combat. Players use the normal order rules to move their troops.

By Steve Noon. © Osprey Publishing Ltd. Taken from Campaign 391: *The Battle of Gettysburg 1863 (2)*

Lifting the Fog of War

Obviously when troops get closer to the enemy, the enemy positions will be discovered; in game terms, the fog of war is lifted. When a unit comes within 18” of a unit currently under the fog of war, that unit is immediately discovered. The opposing player must reveal that particular unit. Important to note is that only the unit that came within line of sight is revealed. The rest of the brigade remains undiscovered. ‘Ghost’ brigades are removed when discovered.

Voluntarily Lifting the Fog of War

Players voluntarily lift the fog of war when they want to have their units fire or charge. Players simply state their desire to lift the fog of war before they make an order roll.

Reserves

Players may wish to keep a part of their army off the table as a reserve force. We allow players to keep a maximum of 50% of their troops as reserves. Players need to successfully order their troops onto the table during the order phase. At least one move is needed for a unit in reserve to be placed on the table. Example: When a player receives one move during the order phase, that move is used to place the unit onto the table. If he receives two moves, one move is used to enter onto the table; the second move may be used as described in the section for movement.

Units held in reserve may be placed within 12" of the active player's own table edge i.e. the edge of the table that player started the game from. Alternatively, when playing historical scenario's, actual events will indicate where reserves entered the field.

Use Common Sense

Although we attempt to cover each and every situation imaginable, as is the case in most wargames rules there will be situations that fall into the 'unclear' category. One group of players interpret the rules in one way; another group in another way. When these cases arise, we advise to let common sense prevail. The rules are a tool to play an enjoyable game, but they are after all, only a means to an end. Large battles can become quite complex with multiple units hammering away at each other. When in doubt, ask yourself the question "What could happen in the real world?" (with the limitations of never having fought in a real Civil War battle). During playtesting, we found it very worthwhile to discuss what is humanly possible and logical in a given situation. If players can't decide what to do, roll a D10 per side and let the highest scorer settle the debate.

Conversion Table for Other Scales

These rules have been designed for 28mm figures (1/56 scale). That does not mean that *WHLCS* cannot be played with figures in other scales. In fact, it isn't hard at all to convert the distances and ranges provided in this book. For instance, for games using 15mm figures, players could divide all inches in half, or use centimetres instead of inches.

Below you will find a table with suggested measurements for the most common scales. Players are always welcome to change any measurements as they feel appropriate.

Scale Conversion Table

Scale	Range
20mm	Use 66% of suggested measurements

12–15mm	Divide by 2 or use centimetres
6–10mm	Use 40% of suggested measurements

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Fun!

The most important principle in *WHLCS* is to have fun. This is not a competitive game–it is a game designed to have easy and accessible mechanics, and add a level of period-specific details (the tactics, weapons, ammunition, and military terminology). We want you and your gaming group to be able to explore what it feels like to command an army during the American Civil War and to get a sense of the burden of command. Obviously, a miniature wargame does not come close to the horrible realities of real warfare. Still, it is our experience that you can still get a sense of that heavy burden of responsibility when you send your painted figures across the tabletop.

Units

‘Unit’ can mean an infantry or cavalry regiment or a battery of artillery, and is used interchangeably depending on the context.

Types of Unit

Infantry

The infantry regiment is the main building block of a *WHLCS* force, since the regiment was also the main building block of armies during the Civil War. On paper, a regiment would number around 1,000 men led by a colonel. In reality, however, due to sickness, injuries, deaths, and desertions, regiments generally had a few hundred men ready for duty, and even this could vary greatly.

Artillery

Union and Confederate batteries differed in organization and size. This was mainly due to the fact that the Confederate armed forces possessed fewer cannon than their opponents. Union batteries were generally larger, with six cannons per battery, whilst Confederate batteries generally would not exceed more than four pieces. Batteries were organized into their own brigades and attached to infantry brigades or operated on their own. Horse artillery batteries were often attached to cavalry brigades. See for more details on **Artillery**.

Cavalry

Cavalry regiments were likewise organized into their own brigades and operated independently, but in the service of the main army. Suffice to say, there are three different sized cavalry units. See for more details on **Cavalry**

Unit Quality

The quality of troops varied greatly during the American Civil War. Most regiments at the start of the war were inexperienced (green). Gradually, drilling eight hours per day and fighting battle after battle, troops garnered more experience and so their battle prowess increased until they became hardened veterans. For now, it is enough to note that you can (and sometimes *must*) field troops of different experience levels. We explain the differences between units throughout the book.

- Green: Little to no training or combat experience.
- Regular: Properly drilled, some combat experience.
- Veteran: Expertly drilled, veterans of several battles.

Number of Figures/Stands per Unit

In 28mm games, we recommend the following number of figures/stands per regiment or battery:

Infantry		
Regiment Size	**Number of Figures**	**Number of Stands**
Large	30–36	5–6
Average	20–28	4–5
Small	13–18	3–4
Tiny	6–12	1–2

Batteries	
Battery Size	**Number of Guns**
Large	3
Normal	2
Small	1

Cavalry		
Regiment Size	**Number of Figures**	**Number of Stands**
Large	16	8
Average	12	4–6
Small	6–8	2–3

Unit Stats

No miniature wargame is complete without unit stats. They tell players what type of units they command, how well they can perform on the field, and what equipment or special rules they have. Below you can see an example statline of an average-sized infantry regiment followed by an explanation of each stat. Further explanation of different types of units and special rules are explained in the **Advanced Rules** and **The Armies** sections.

Unit Example						
Unit Type	**Size**	**Move**	**Shoot**	**Melee**	**UC**	**Morale**
Regular Infantry	Average	12”	6 (6+)	6 (6+)	24	7+
Special Rules: Rifled Muskets						

- **Unit type:** Green, regular, veteran.
- **Size:** Large, average, small, tiny (skirmish formation).
- **Move:** In inches.(”)
- **Shoot:** First number is the number of dice, second number shows what is needed to hit.
- **Melee:** Same as shoot.
- **UC:** Unit Coherency. Combined stat for both the number of hits a unit can take and fatigue penalty. Fatigue penalty is explained in **The Order Phase**.
- **Morale:** Score you need to equal or exceed to pass a morale test.
- **Special Rules:** Any special skills the unit has, and equipment the unit carries.

By Steve Noon. © Osprey Publishing Ltd. Taken from Campaign 290: *Atlanta 1864*

Army Organization

Both the Union and Confederate army were organized in mostly the same manner, and we use the same method of organization in *WHLCS.*

Regiments were grouped together into a brigade. Generally speaking, three to five regiments made up one brigade. This could vary from brigade to brigade, and brigades could be reorganized between battles. Each brigade was led by a Brigadier General but in some cases during a campaign, even a colonel could be in charge of a brigade.

Brigades were organized into divisions. Divisions could be as small as two brigades, or as large as four brigades. Divisions were led by a Major General.

Finally, between two and three divisions would make up a corps. Corps were also commanded by Major Generals.

The entire army was led by a full General (commander in chief), or Lieutenant General, in the case of Ulysses S. Grant. The rank of Lieutenant General in the Federal army was special, as there was only one such position. In the Confederate army, a corps was commanded by a lieutenant general.

How To Play

Game Round

Each game of *WHLCS* is played in rounds. A round consists of one turn for each side. At the start of a round, we determine initiative; i.e., which side acts first in the round.

1. Determine number of Aides de Camp (ADCs) available
2. Determine initiative

Each side's turn has several phases which are taken in order. A turn is organized in the following way:

1. Rally phase
2. Artillery phase
3. Order phase
4. Movement phase
5. Shooting phase
6. Melee phase

Game Round Phases

Determine Number of ADCs

Each turn, a C-in-C (Commander in Chief), has a certain amount of ADCs (Aides de Camp) available. You can use these ADCs to help a brigade pass an order test. At the start of the turn, determine how many ADCs are available to your C-in-C. Roll a D5 and add 1. Your C-in-C can use these ADCs to increase your chances of successfully issuing an order, as will be explained in The Order Phase section (**Order Modifiers**).

Both sides roll at the same time, because ADCs can also be used to help grab the initiative, as explained below.

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Determine Initiative

WHLCS uses an initiative-based system, not an ‘I go, you go’ system (although each side finishes their turn completely before shifting to the opposite player); players roll to determine who goes first for that round. As a round consists of both a Union and a Confederate turn, it may be possible for a player to move second on Turn 1, then start Turn 2 as the first player, giving that player two consecutive turns. If you are in firing range of your opponent, that can be quite advantageous.

We feel this adds another level of unpredictability to the game and forces players to think ahead and anticipate how the battle will unfold when you can take another turn directly, or whether your opponent will seize the initiative.

To see which side goes first, roll 1D10 per side. The higher scorer grabs the initiative and goes first this round.

Seizing the Initiative

There are moments in a battle when the odds are against you, when the fresh brigade you just committed to the battle simply *has* to drive the enemy away from the hill, or when your line is wavering and you really need those final reserves to stem the tide.

In these cases, we feel it is appropriate for players to try to seize the initiative. In order to seize the initiative, each side may use up some or all of their ADCs to add to their score for initiative. That means you will have fewer ADCs to use during your order phase. The responsibility of command!

Players may secretly choose how many (if any) ADCs they will use to seize the initiative *before* the sides roll for initiative. Each side adds their ADCs to their initiative score before comparing results.

It is entirely optional to use your ADCs in this way. This may turn into a bit of bluffing but, often, commanders had to be bold and bluff their way to victory!

By Peter Dennis. © Osprey Publishing Ltd. Taken from Campaign 267: *Wilderness and Spotsylvania 1864*

Player Turn Phases

Rally Phase

In this phase, you may try to rally units that retreated in their previous turn. See **Army-Specific Rules** for rules on Morale and how to rally.

Artillery Phase

The player may choose to fire some or all of their guns before moving their troops. Artillery barrages were common during the Civil War and generally preceded the movement of troops.

This takes place in the exact same manner as any ‘normal’ shooting (see for the rules on **Shooting**). Batteries that fire in the Artillery phase may not fire in the Shooting phase. See for more detailed rules on **Artillery**.

Order Phase

In this phase, you send orders to the regiments and brigades under your command to tell them what you want them to do. See **The Order Phase**.

Movement Phase

Your brigades and regiments attempt to follow your movement orders. See **Movement**.

Shooting Phase

Your troops may fire away at the enemy. See **Shooting**.

Melee Phase

Resolve all close combat actions and make morale tests where appropriate. See **Melee**.

Victory and Defeat!

When is the game over? When is an army victorious, and when is it defeated? In real wars, when an army can no longer fight on, it is defeated. In miniature wargaming however, matters of victory and defeat are not always quite as straightforward. In certain scenarios, for example, it is more important to hold onto key objectives instead of causing the most amount of damage to the enemy. There are always those game nights where an army of one of the players is virtually annihilated due to some bad dice rolling. Those types of results are rare though. So how can players decide who has been victorious, and who will have to retreat from the table?

We have come up with the following suggestions, and have made a distinction between one-off games and historical scenarios.

In one-off games, where players have two equally sized armies, the player who loses more than half of their units first loses the game. If both players lose an equal number of units at the end of the same round, the game is considered a draw. Players should agree on a certain number of turns to play before the game starts, or just play until time runs out.

Historical scenarios work slightly differently, because players are replaying actual battles and are encouraged to recreate the tactical conditions of those battles. For example, the Union's right wing was ordered to destroy the Confederate left flank during the battle of Antietam Creek on 17 September, 1862. Driving the Confederate forces away from the Dunker Church area therefore could be a victory condition for the Union player. There is a good amount of published material in terms of American Civil War scenarios that players can find. We have also provided players with some historical scenarios later on in this book with specific victory conditions. Each scenario describes what players need to do to win the game.

There are several general principles that we feel are important to highlight. Obviously, the destruction of the enemy can also be an objective in certain games. But capturing specific objectives is key in historical scenarios. Certain landmarks and geographical features fall into the category of objectives.

- Objectives (landmarks) can be claimed when a unit is within 6" of the objective and no enemy troops are within 6".
- Only brigades and/or batteries can claim objectives.
- Brigades and batteries that have suffered 50% or more casualties are no longer considered scoring troops when it comes to objectives.
- Certain objectives are worth more victory points than others. The scenarios in this book detail these victory conditions. Players who have designed their own historical scenarios are free to assign victory points as they see fit.
- When destruction of troops is described as an objective, victory points are scored when 50% or more of those units have been destroyed.

Although brigades and batteries that have suffered 50% or more casualties are no longer considered scoring units for objectives, they may still fight on until the morale of individual units breaks and they are forced from the fight.

The Order Phase

Activating Your Army

In order to use your army, you need to activate the various units on the field. Each brigade is led by a Brigadier General, divisions and corps are led by Major Generals. Each general receives his orders from the Commander in Chief and is responsible for carrying out those orders. Under ideal conditions, orders are executed to the letter. However, in the chaos of battle, it is far more difficult to make sure everyone sticks to the plan. Everything depends on timing, communication, and perhaps a bit of luck. For example, the topography of a given piece of ground might be different to the information the C-in-C has, the enemy might be in a different spot, or an ADC might get lost and the orders arrive too late or not at all. All these things determine how your troops perform on the field. We have therefore made sure there is a sense of uncertainty when it comes to activation as explained in this chapter.

Commander in Chief

Each side has one Commander in Chief who commands the entire army. The C-in-C may be represented by a figure, but that is totally optional. He does not have any influence on the game board other than representing you, the player. A C-in-C figure might be modelled with a staff officer and a banner bearer all on one base.

Brigadier Generals

These officers lead their brigades in the field, following the instructions of the C-in-C (or use their own judgement). They lead the men under their direct command into battle. No brigade commander is the same. Below, players will find some useful rules to create unique commanders who act differently on the table as well as giving them some personality. In addition, we also explain how to use your brigade commanders.

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Major Generals

Divisional and corps commanders are explained in more detail in the Advanced Rules section (**Advanced Rules**). They are not used in brigade-sized games. When players feel they know the rules well enough, they might want to play a game at division or even corps level.

Picking Your Generals

In *WHLCS* you can field officers that are excellent, good, mediocre, or bad (depending on a historical scenario), or you could just pick a one that is of average competence for a one-off friendly game.

As *WHLCS* is ideally suited to play historical scenarios, we allow the players to determine how good a commander was and should be. Civil War buffs will have a good idea which historical person matches a particular description. We have dedicated a full section on creating generals in The Army Commanders section in Advanced Rules (see **Advanced Rules**).

For now, it is enough to note that there are four classes of officers. These add certain modifiers to your order rolls but also to your morale and rally test rolls (the rules for rallying troops are provided in the **Morale section**).

Failed Orders

When an order has failed, a commander may try to take control of the situation himself. A commander may reroll a failed order for one unit during the order phase. This represents him seeing things go awry and taking matters into his own hands. This test is made without any modifiers.

What Can Brigade Commanders Do?

- Issue orders
- Allow 1 reroll on orders for 1 unit in the brigade per turn
- Allow 1 reroll on morale tests for 1 unit in the brigade per turn

Commander Ability Table

Officer Level	Effect
Excellent officer	+2 on order rolls and rally tests
Great officer	+1 on order rolls and rally tests
Competent officer	No modifier
Incompetent officer	-1 on order rolls and rally tests

By Mark Stacey. © Osprey Publishing Ltd. Taken from Weapon 42: *Winchester Lever-Action Rifles*

Issuing Orders

Orders are only necessary for movement, there is no need to give an order to fire; regimental officers take care of this.

Orders are issued at the start of every order phase. Players state aloud what a brigade is ordered to do before making one order roll for the entire brigade. To determine what score a player needs to make a successful order, look up the Order Table below. Pick the order you want to give. Roll 1D10 and add or subtract any applicable modifiers.

If the final number equals or exceeds the order's Success number, the order is successfully given and each unit in the brigade may move the appropriate number of moves or manoeuvres.

Players may want units within the brigade to do different things, and that is perfectly fine. However, because of the size of *WHLCS* games, we want to keep things simple by rolling only once for the entire brigade. If a player wants to have units within a brigade perform different actions from each other, use the order needed to allow the most moves.

If the player rolls less than his intended order, but still a success at a lesser order, the brigade may move the number of moves allowed by the lesser order. For example, if the player orders Double Quick (6+) but gets a 4 after all modifiers are applied (Forward!), you may still move all units one move or manoeuvre.

If a player rolls a 2 or 3, the order fails. The brigade may not move, though units may still fire if possible.

A natural 1 is always a failure and may never be modified or rerolled. It also triggers an unexpected event. Consult the unexpected event table at the end of this chapter.

A natural 10 always succeeds.

Order Table

Type of Order	Number of Moves per Unit	Success
Forward	One move or manoeuvre. May shoot	4+
Quick Time	Two moves and/or manoeuvres. May not shoot.	5+
Double Quick	Three moves and/or manoeuvres. May not shoot. Suffer 1 Fatigue Penalty.	6+
Charge	Up to three moves and/or manoeuvres. May not shoot. No fatigue penalties.	8+

Example of Issuing Orders to a Brigade
The Union player has a brigade of four infantry regiments and wants to move one unit two moves, another unit once, the third unit once to cross a fence, and the final unit to remain where it is. The player needs to roll against Quick Time (two moves); needing a score of 5+ for the entire brigade. On a success, the other units that need to move once can do so without any difficulty. By rolling against the toughest order, we feel this best represents the difficulty of commanding several units at once.

Order Modifiers

In some situations, it will be easier or harder to issue orders. For instance, a great commander is more likely to get his troops going than a bad one. Experienced troops are more inclined to follow orders correctly than green troops. Units that have suffered great losses may be too demoralized to do anything at all.

Order Modifier Table

Modifier	**Effect**
Excellent officer	+2. May reroll order
ADCs present	+1 per ADC
Brigade in ‘multiple lines’ formation	+1
Great officer	+1. May reroll order
Competent officer	May reroll order
Incompetent officer	-1. May reroll order

Example of Issuing an Order
Let’s say the Union player wants to order the Irish Brigade forward as far as it can go i.e. 3 moves. They order Double Quick, needing 6+ on a D10. They use 2 ADCs to help steer the brigade in the right direction giving them a +2 modifier. They roll a 3, modified to a total of 5. This is still a success as shown in the Order Chart (Quick

Time), but it only grants the units a maximum of 2 moves. Had they rolled a 2, they would have succeeded at a Forward! order, and if they'd rolled a 1, the order would have failed (1s can't be modified). Except on a 1, the player may use the Brigadier's reroll ability, but must take the second result, even if it's worse!

ADCs

Commanders sent ADCs with written or spoken orders to be delivered to a brigade, to give the brigade new instructions or make sure they did their duty. At the beginning of the round (see **How To Play**) you determined how many ADCs were available. Your C-in-C can use these ADCs to increase your chances of successfully issuing an order.

Using ADCs to Issue Orders

It is assumed that an ADC repeats an order that was already given to the Brigadier before battle commenced, or brings them new orders. Making sure those orders get to the officers in the field was of vital importance but took time, especially in pre-radio era warfare. When it became apparent that orders were not followed, for whatever reason, another ADC or messenger was sent, and perhaps another if necessary. In game terms, this is represented by allowing players to use up to three ADCs per order. Each ADC used gives a +1 bonus on your order roll.

Although the concept of time is abstract in *WHLCS*, we feel it is appropriate that there should be a maximum number of ADCs a commander can send within a given period of the battle.

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Commanders and Orders

The use of commanders is of vital importance. Some professionally trained officers were excellent commanders in the field, whereas some were not. Political generals (untrained men appointed for political influence) sometimes blundered their way across the battlefield, and officers who came from civilian life sometimes achieved feats of arms unheard of.

We encourage players to use the Commander Ability Table, above, to create some variation amongst your brigade commanders. Using the Commander Ability table grants command and morale bonuses to some, or penalties for the worst generals. Players can also use special commander traits to give some extra personality to the officers (see The Army Commanders section in **Advanced Rules**).

Command Radius

Commanders may only issue orders to troops of their own brigade. These units must be within a 10” command radius. Any unit outside this command radius is not able to properly receive instructions in time, either via the commander himself or the ADCs. Units outside command radius may give fire or make an orderly withdrawal. When a commander moves back within command radius of the unit, it may receive orders as normal in the player’s next turn. This sometimes means the rest of the brigade is out of command radius and will have to wait until the other unit has caught up.

A unit that has moved out of command radius may try to catch up by itself. A player with a unit out of command radius may roll a D10 during the order phase. On a roll of 8+, the unit may move up to a maximum of three moves (incurring a fatigue penalty if moving three moves) to attempt to reach the commander's command radius. The unit may need to do this over several turns.

When playing with higher-level commanders (see the **Advanced Rules** section), the player may use the division or corps commander to issue orders to any unit or brigade in their division or corps.

Ordering a Charge

The only way a unit can get into hand-to-hand combat with an enemy unit is by being issued a successful Charge order and moving into contact. Hand-to-hand combat was not very common during the Civil War, it was not a very popular with the troops! A Charge order may only be given to troops that can actually draw line of sight to an enemy unit and/or a piece of terrain an enemy unit occupies. However, no charge may be made through obstacles like chevaux de frise and abbatis.

When a Charge order is failed, but the order roll was enough to allow for one or more moves, the active player moves his unit(s) half the distance between his units and the enemy unit he meant to charge.

Example of Failing a Charge

A Confederate infantry regiment is ordered to charge a Union infantry regiment. It is 20" between the units. The charge order fails, but the player rolled enough for three moves (Double Quick), so the unit is moved 10" (half of the 20" charge).

Fatigue Penalties

Marching and fighting is a tiresome, gruesome business. Troops had to march miles, sometimes hundreds of miles, in all types of weather. During the Maryland Campaign of 1862, Robert E. Lee's army lost thousands of men due to straggling, men simply collapsing of pure exhaustion.

During battle, soldiers were often pushed to the brink of their endurance. The harder they were pushed, the bigger the toll on their morale. Units' fighting capability diminished under this strain. When you issue a Double Quick order, the unit suffers 1 Fatigue Penalty. In addition, both combatants receive a Fatigue Penalty after each round of melee. This represents losing men due to exhaustion, forcing them to do what you need them to do beyond their endurance. The more you push your units, the more likely they will run out of steam.

Each time a unit suffers a Fatigue Penalty, subtract 1 point from its Unit Coherency. When a unit loses a stand of figures because of a Fatigue Penalty, it does *not* need to make a morale check, as it would when it had suffered a casualty from shooting or close combat.

Charging and Fatigue Penalties

No Fatigue Penalties are suffered when making a charge. Troops are filled with adrenaline when they receive the order to charge the enemy. This is perhaps a simplification of real combat circumstances. However, we feel that in general – as history as shown time and again – troops that charge are temporarily reinvigorated and push on, despite their previous condition.

Rolling a 1 for an Order

When a natural 1 is rolled the order fails and the brigade may not move, though it can fire. Additionally, one of those strange coincidences the Civil War is famous for occurs. Roll 1D10 and consult the Unexpected Event Table to see what happens. A roll of 1 may never be re-rolled or modified.

Unexpected Event Table

D10 Roll	Result
1	***“They can’t hit an elephant at this distance.”*** The Brigadier General is killed in the midst of battle. Roll on the Lost Officer Table.
2	***“Lost Special Order 191.”*** The enemy is aware of your plans! An enemy brigade that is in one move or shooting range of the brigade you just tried to give an order to may charge or fire at you.
3	***“It is well that war is so terrible.”*** The brigade is about to be hit by murderous fire and is ordered to retreat to a position of safety. If it is already in cover, the brigade does nothing. If it is not already in cover, the entire brigade moves back 12” facing the enemy. It will try to get in cover where possible.
	“Gone with the wind.” No new orders arrived. Brigadier General is

4	consulting with his staff officers. Brigade halts for this turn and may not move any further.
5	***“Confused and stunned, like a duck hit on the head.”*** The brigadier general tries to plug a hole in the line that is not there. The entire brigade takes up a position to its flank, facing the enemy. If there is no room, the brigade stays where it is. Roll 1D10: 1–5: move one move to the left 6–10: move one move to the right
6	***“Ole Dan Butterfield.”*** Half the brigade (rounding up units closest to the enemy) moves 12” forward towards the closest enemy and counts as a charge if it moves into contact. The other half retreats one move away. In the next round, the retreating units may act normally and must try to re-join their brigade.
7	***“Get there firstest with the mostest.”*** The brigade may make one forward move. In addition, the closest friendly brigade may also move forward, even if it has already moved this turn. No fatigue penalties are suffered by either brigade because of this move.
8	***“Let’s start thinking about what we are going to do to them.”*** The brigadier general is hit by a moment of clarity. You may redeploy the entire brigade as you wish on the spot and up to a maximum of 12”. Units may change formation and or facing. If a move brings them into contact with the enemy, it is considered to be a charge.
9	***“Though I walk through the shadow of the valley of death, I will fear no evil.”*** Having recently suffered the loss of a beloved commander, the brigade takes matters into its own hands during the confusion of battle. The entire brigade may advance up to two moves. If this brings them into contact with the enemy, it counts as a successful charge.
10	***“Give them the cold steel!”*** The entire brigade charges up to three moves forward with dash and élan, ignoring fatigue penalties. Each unit that contacts an enemy unit receives +1 To Hit. The enemy is taken completely by surprise and may only use half of its shoot dice to fire at the onrushing enemy.

Lost Officer Table

If an officer is killed, roll a D10 in order to pass command of the brigade to a new officer. The outcome of your roll determines what type of leader that officer is:

Lost Officer Table

D10 Roll	**Result**
1–2	No officer present, roll again next turn. Brigade suffers -2 on the order table until a new officer takes command.
3–4	Incompetent officer
5–6	Average officer
7–8	Great officer
9–10	Excellent officer

Movement

Before explaining actual movement, it is important to note that all units on the table, must be formed in a specific tactical formation unless otherwise stated (for example, skirmishers or fleeing troops). Throughout humanity's rich military history, tactical formations were used for protection and to inflict maximum damage. The formations used during the American Civil War came straight out of Napoleonic textbooks. March columns, lines of battle, assault columns, all of these formations had been used in the century before the Civil War though new text books were written for use in the Federal army. The infantry square, so popular during the Napoleonic Wars, had become obsolete, as the role of cavalry during the Civil War had changed. Suffice to say is that the square has no part to play in *WHLCS* as it was never used during the American Civil War.

The assault column too, used mostly by the French during Napoleon's reign, was eyed with disfavour. The increased firepower of the rifled musket used by men in line of battle made short work of attack columns. Even early on, commanders knew not to deploy their troops in assault column. It was clear that in protracted firefights in open fields, the line of battle was the only way to offer any kind of response to the enemy. This does not mean however that the assault column was not used during the Civil War. As the war progressed and troops made more and more use of entrenchments, assault columns were used to punch a hole in the enemy's defences, after which the breach was exploited by fresh regiments directly behind the first.

Regimental Formations

Line of Battle

This was the main fighting formation of Civil War units. The regiment was arrayed in line, facing the enemy position so it could maximize its firepower.

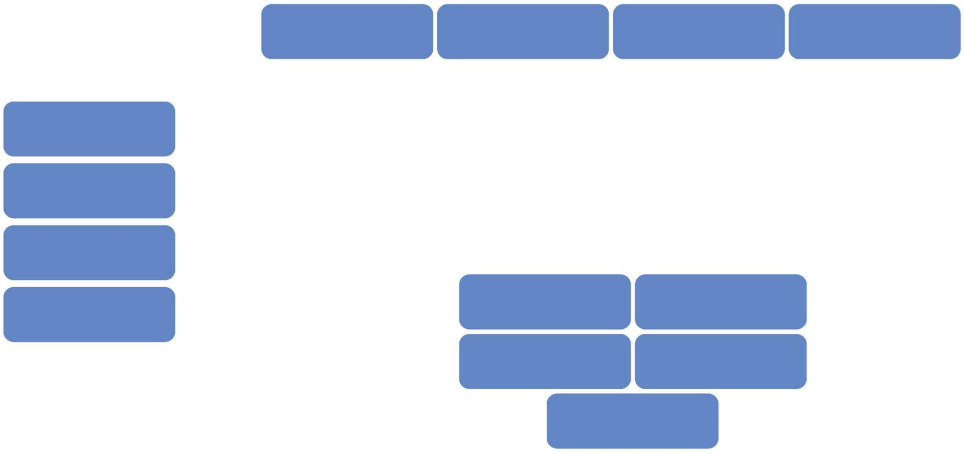

Diagram shows infantry regiments in march column, line of battle, and assault column formations.

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As is always the case in miniature wargaming, placing units can be fiddly with terrain getting in the way. If at least 75% of the bases in the regiment can be lined up touching bases side by side, the unit is considered to be in line of battle and may fire normally. If less than 75% of the regiment can line up, it may not fire.

March Column

The unit is deployed one base behind the other with about 1” room between each base. This represents the marching column which was used to move quickly to the battlefield. Units in march column add 2” to each move. Units in march column may not fire.

Assault Column

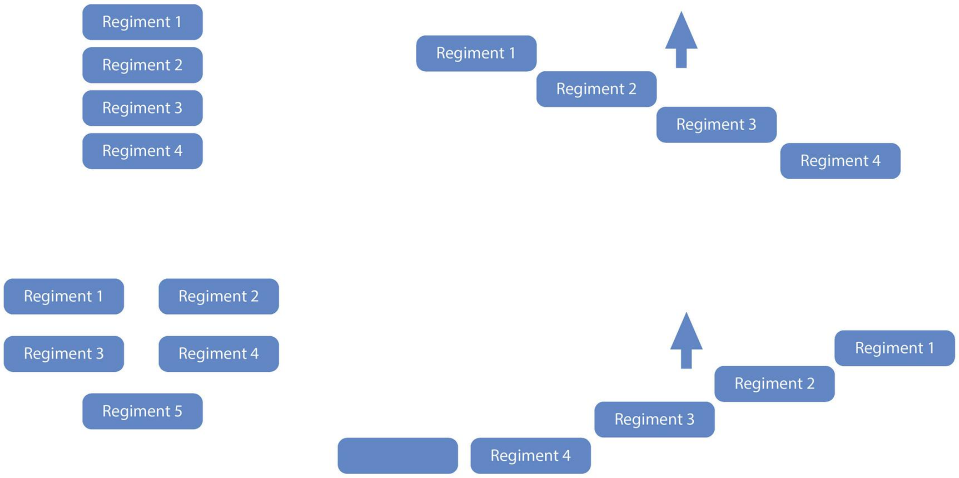
Assault columns were mostly used later in the war to storm fortifications and entrenchments. Depending on the size of the regiment and manner of basing, we recommend putting either two or three bases next to each other in the front, including the regimental colours. The rest of the bases can be formed up directly behind them. The rules for Assault columns are discussed in the Advanced Rules section under Entrenchments. Assault columns have 2 Shoot dice, no matter the size of the unit (representing the first two ranks of the unit).

Infantry Brigade Formations

Players have the option to form their infantry brigades in specific formations that were used in the Civil War. There are three brigade formations that were the most common: echelon, multiple lines, and brigade in column. Forming a brigade formation may be done on the move, there is no need to roll separately to move your brigade into a formation. Players can simply state that their brigade will move into a brigade formation in the order phase. Brigade formations are totally optional, but it is important to note that players *must* have stated their wish to form a specific brigade formation during the Orders phase if they want to make use of the brigade formations special rules.

Echelon Formation

This formation can be used by brigades on either flank of the army and echeloned forward or backwards. It was designed to protect against a flanking manoeuvre. Regiments were deployed at intervals of around 250 yards to either the left of the right. This created a jagged battle line forward or backward, where each regiment could protect the flank of the one in front.


Regiment 1
Regiment 2
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Regiment 1
Regiment 2
Regiment 3
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Regiment 1
Regiment 2
Regiment 3
Regiment 4
Regiment 5
Regiment 1
Regiment 2
Regiment 3
Regiment 4

Diagram shows brigades formations: echelon (both slanting forwards and back), multiple lines, and column.

Units in Echelon formation must be within 6” of each other. They never count as being charged in the flank; the flank attack rule does not apply to brigades in echelon.

Multiple Lines

Probably the most widely used formation in the Civil War was multiple lines. Several lead regiments of the brigade formed the first line. The second line was formed several hundred yards to the rear of the first, and so on. The major advantage was that supporting lines from the same brigade could easily avoid getting entangled into the units in front, as there is enough room between the line to manoeuvre. Brigadiers could better control their regiments and the men within the brigade felt more confident seeing the flags of their brigaded regiments.

A commander commanding a brigade in multiple lines receives a +1 on his order roll. In addition, regiments receive a +1 on their morale test. These benefits are lost if a regiment from another brigades gets mixed up in the formation. Brigades in the multiple lines formation must have their units take up position directly behind each other at intervals of 6”–10”. As a final advantage, regiments within a brigade in multiple lines may ignore the **‘Passing of the Line’** rule explained and may thus move through each other without penalty.

Brigade in Column

A brigade in column was used to smash through enemy defences. Regiments were deployed directly behind each other and every regiment was deployed in assault column.

In game terms, regiments must be within 3”– 6” to form a brigade in column. A brigade deployed in column fighting in melee receives an extra +1 on their combat resolution. For the rules on close combat, see **Melee**.

Broken Brigade Formations

Brigades in a brigade formation that lose 50% or more of their starting regiments are considered to have lost that formation, and are not allowed to assume a brigade formation for the rest of the game. For example, if a brigade of four regiments has lost two regiments, it can not assume a brigade formation.

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Movement

We make a distinction between forward movement and manoeuvres. Forward movement is the most basic and simplest type of movement; units simply move in the direction they were facing, be it in close or open order. Manoeuvres were a bit more difficult and required countless hours of drill to perfect.

Forward Movement

When a unit or brigade receives a successful order, the player may move his unit forward up to the maximum number of inches. For example, a brigade has been ordered to Quick Time. Each regiment may make two moves in its front arc i.e. 2 x 10” = 20”, though movement modifiers for terrain need to be taken into account. The unit remains facing front.

Movement Modifiers

Modifier	Effect
Difficult terrain	Half move
Infantry in march column	+2”
Infantry in march column on road	+4”
Limbered artillery on road	+4”
Cavalry in column on road	+4”

Manoeuvres

The military manuals are full of manoeuvres that allow infantry units to cover ground as fast and efficiently as possible. They are described below. Note that some manoeuvres take up one full move.

From Column to Line of Battle (and Reverse)

The most common manoeuvre in the Civil War, and the most important one to be done quickly as it often had to be done whilst under fire. Changing from column into line of battle or back takes up one full move.

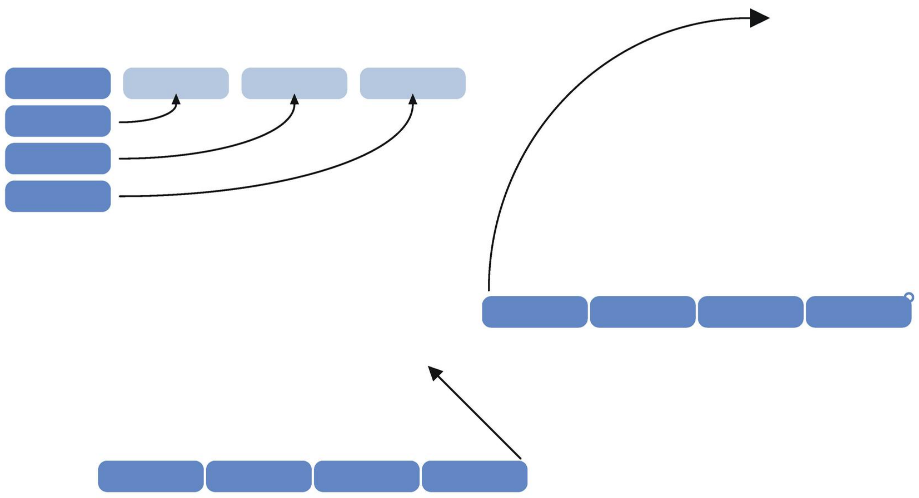


Diagram shows example of manoeuvres: regiment in march columns moving to line of battle, a regiment wheeling about a fixed point, and a unit moving obliquely to a maximum angle of 45 degrees.

Wheel

One flank is used as the turning point and the opposite flank pivots around that point. Measure the distance from the flank that is moving. A unit may wheel up to one full move e.g. an infantry unit has a move of 10”, therefore it may wheel up to 10” during that manoeuvre.

Oblique Movement

A unit can move forward slanting its movement up to 45-degrees, while still facing forward. Only units in line of battle may use this manoeuvre, subtracting 2” from their normal move distance.

Refuse Flank

When the flank of a unit was being threatened, a commander could give the order to ‘refuse the flank.’ This was the most common method to respond to a flanking move by the enemy. The commander would place several companies at an angle, while the rest of the regiment kept its original facing. In essence, one wing of the regiment remains where it is, the other wing places itself at a 90-degree angle, still touching the other wing, effectively bending back.

In game terms, half of the regiment may fire in its original direction, whilst the other half fires at the onrushing enemy on its flank. Place half your bases in a 90-degree angle.

This manoeuvre takes up one whole move to complete.

Move by the Flank

One of the easiest manoeuvres was ‘move by the flank.’ It was used to quickly shift a line of battle to the left or right. Men were given the order to turn and face to their left or right and move forward in column. Each change of face takes 1” of movement. For example: a unit wishes to shift to the left and link up with another unit. One move allows you to turn 1”, move up to 8” to the left, and use the remaining 1” to turn back into line. If you want to move further, you may do so, but you will need additional moves.

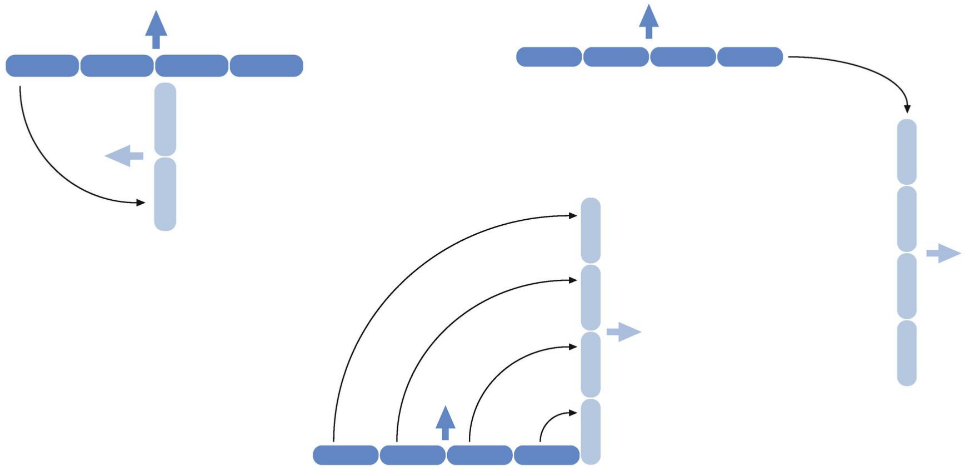


Diagram shows examples of manoeuvres: refuse flank, changing front, and move by flank.

About Face

The unit turns about 180-degrees in place. This takes up one full move.

Passing of the Lines

The passing of the lines is necessary to relieve regiments on the frontline that have taken serious casualties and replace them with fresh units. It also goes the other way around, when retreating units move back in a disorderly fashion and a fresh unit, formed up, has to let their comrades pass through. One unit opens up their ranks to allow the other unit to pass through them.

There are countless examples where passing a line worked well, but there are as many examples where chaos ensued. Because of the unpredictable nature of passing a line, we have come up with a system that reflects the difficulties of this particular move.

Units that wish to pass another line of troops may try to do so. There are several restrictions however: First, a unit wanting to pass another unit may only use one move; running while trying to pass through another unit is impossible. Two, the moving unit has to clear that other unit completely; the bases must not overlap at the end of the manoeuvre.

If a unit can move through another unit with at least 75% of their bases not having to pass the other unit, it can do so without testing.

Next, roll 1 D10 and consult the chart below. Veteran units add +1 to the score.

Passing of the Lines Table

Score	**Result**
1	The units become hopelessly entangled and disorganized. Arrange the bases of both units in an appropriately unformed mass e.g. with 1” separating each base and slightly altered facings. Neither unit may do anything for the rest of the turn. During the next turn, both units reform on the spot and may act normally. The unit wanting to pass remains behind the other unit.
2	The unit that is about to be passed through is unable to provide enough space for its comrades. The unit wanting to pass stops on contact with the other unit. Bases may touch, but not overlap.
3–5	With great difficulty, the unit passing through succeeds and clears the other unit. It takes the rest of the turn to redress its ranks. It may do nothing else for this turn. Bases may touch, but not overlap
6–10	The unit passing through does so without difficulty and quickly reforms on the other side of the unit it has just passed through. It may fire as normal. Bases may touch, but not overlap

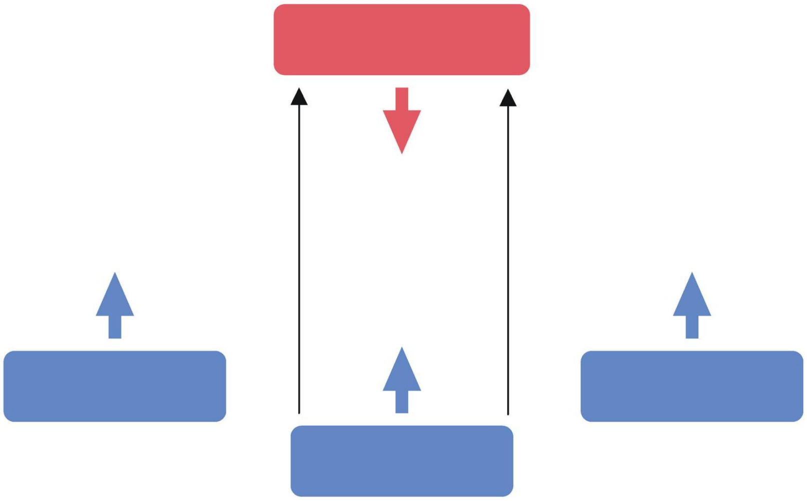
Shooting

Who Can Shoot?

Each unit that can draw a line of sight through their front arc to an enemy unit within firing range can shoot. Simply state your wish to fire.

Viable Targets

Units using small arms (muskets, pistols, etc.) must shoot at the most threatening target, which is generally the closest enemy unit. There are exceptions to this: units that are (partially) obscured, units that are only partially within the front arc, skirmishers, or fleeing/retreating units can be igrnored. As we stated in the General Principles section, try to use common sense in situations that are unclear. Soldiers would be ordered to fire at the most threatening target first. When there are multiple equal threatening targets, you are allowed to divide your fire as explained in the dividing fire section.



The gap in the first line at least as wide as the unit in the second line, so the unit may fire through.

Shooting Through Gaps in the Line

It was deemed tactically unwise to fire from a second line. This only happened when there was enough space between units in the first line. Of course, in miniature wargaming, distances are abstract, therefore we have come up with the following solution for firing from a second line: units in the second battle line may fire through gaps in the first line if that gap is at least as wide as the firing unit's front arc.

Small Arms

The following chart shows the different ranges for infantry small arms. Small arms for cavalry are described in the **cavalry section**.

Infantry Small Arms	
Weapon	**Range**
Rifled Muskets	**Range 24"**
Point blank range	< 6"
Short range	6–12"
Effective range	12–24"
Smoothbore Muskets	**Range 18"**
Point blank range	< 6"
Short range	6–11"
Effective range	11–18"
Repeating Rifles	**Range 24"**
Point blank range	< 6"
Short range	6–12"
Effective range	12–24"

Repeating Rifles

Although they were rarely used in the Civil War, some Union units out west received repeating rifles of various makes, and put them to good use during the battles of Atlanta and Franklin. Union troops may be armed with repeating rifles when playing certain historical battles.

In game terms, each unit fielding repeating rifles may roll two extra Shoot dice each turn. However, the first time at least two 1s are rolled during the shooting phase, troops are ordered to conserve their ammunition and the extra two dice are lost for the rest of the game.

Dividing Fire

Firing lines, or ‘lines of battle’ could vary in length depending on the size of the unit. This means that one larger regiment could be facing two smaller regiments. It would make little sense for the larger unit to fire at only one of its enemies. Officers in these cases would go down the line directing their men where to fire. Players may therefore always divide their fire if they wish to, doing so as evenly as possible. In the case of one large regiment facing two smaller regiments, the unit controlling the large unit should try to split his fire dice right down the middle. For instance, with eight Shoot Dice, four could be used to fire on the first enemy unit, and the other four on the second unit. Firing at three units using three dice each on two units, and two dice on the third. Common sense is key here.

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Shoot

The first number in a unit’s Shoot stat is the number of dice that unit rolls for shooting. The second number, in brackets, is the score you need to equal or surpass in order to score a hit. That is the basic To Hit value. However, battlefields are chaotic places with smoke, noise, terrain, and other factors interfering with a soldier’s ability to shoot. A unit’s Shoot value is modified by the circumstances it finds itself in. Before rolling to hit, look up the unit’s shoot modifiers in the table below and add or subtract them to determine what score the unit actually needs.

Even though the musket was only as effective as the soldier who used it, we assume that the closer the firer is to their target, the more likely they will hit anything. We find it reasonable that the chance to damage your opponent should decrease when the distance between attacker and target increases.

Another important factor is the experience of your soldiers. A veteran is most likely be a better shot than a raw recruit, and they will load and shoot faster, increasing the likeliness of a hit. Veteran units therefore have a better Shoot value.

Add and subtract the shoot modifiers below. For example: an average sized regiment of Regular quality troops needs a 6+ to hit. It is its first time to fire and so receives the ‘first fire’ bonus of +1 To Hit. The unit therefore needs to roll 5+ on its six shoot dice to score hits.

Each successful hit subtracts 1 point from the target unit’s UC, which we sometimes call ‘causing damage’.

Shoot Modifiers Table

Modifier	Effect
Point blank range	+2
Short range	+1
First fire	+1
Aimed fire	+1
Target in soft cover	-1
Stand and fire when charged at one move	-1
Target in hard cover	-2

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First Fire

The first shot fired is generally seen as the most effective. The musket is clean and the barrel not as hot. Units firing their first shot in the battle receive +1 To Hit.

Stand and Fire

Units that are being charged may fire at their attackers, but they may only fire if they have not yet fired in the round. The full rules for Stand and Fire can be found on **Stand and Fire**.

Aimed Fire

A unit behind a wall, fence, or breastworks receives a +1 To Hit for aimed fire. It is assumed that the unit can rest their weapons on the terrain piece and therefore aim better.

Damage on a Natural 10

Sometimes, musket fire at very close ranges was so deadly that a bullet could pass entirely through the man in front and wound the man behind him. To represent this, a natural roll of 10 may cause more points of damage. This depends on the distance to the target.

Damage Chart for Natural 10

Range	Damage Inflicted
Point blank	3
Short	2
Effective	1

Damage Results and Base Removal

Morale and fighting effectiveness start to waver as infantry regiments takes damage. Every time an infantry regiment accumulates six points of UC damage (from shooting, melee or fatigue penalties), a base is removed. Unless the base was removed due to Fatigue, a morale test needs to be taken. Artillery and cavalry are discussed in their respective sections (**Artillery** and **Cavalry**).

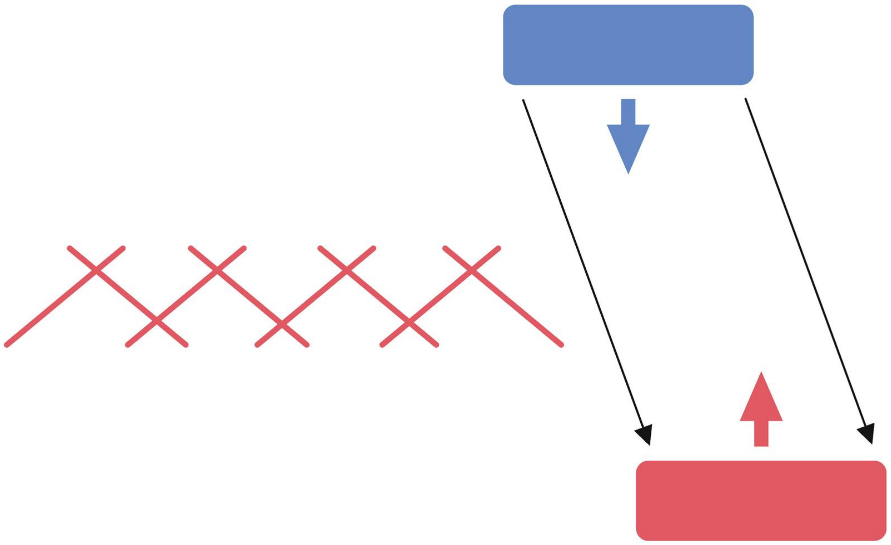
Every time a unit removes a base, use the appropriate unit size statline from: The Armies section for its new size (see **Army-Specific Rules**). For example, an Average unit (UC 18) suffers a combination of six damage and Fatigue Penalties. A stand is removed and it becomes a Small unit (UC 12).

It's important to note for now that morale tests are taken when all shooting has been finished. See the Morale section for further details (**Morale**).

"What about different basing styles?," we hear you ask? We recommend players base their figures 4 or 6 to a base. This seems to work well and are the two most common basing methods. When a 4-man base is removed, remove that base and put two damage tokens on the adjacent base to show the remaining damage. When the damaged base receives another four points of damage it is removed. Of course, players are totally free to adapt this to a system that better meets their needs.

Returning Fire

Civil War battles were protracted firefights, with each side pouring continuous fire into each other. Because *WHLCS* uses an initiative system, it may be possible for one side to get fired at twice in a row. This can allow one side to cause a significant amount of damage, even removing defending bases, whilst the other can do nothing.



A unit is fired upon. it may return fire immediately or it may decide to hold fire and move behind the rail in its own turn.

To tackle this conundrum, units that are fired upon and have not yet fired in this round may immediately fire back at the firing unit, regardless of unit type – infantry, cavalry or artillery. We assume units reload at the end of a round and are therefore always ready to fire at the start of a new round. This offsets the disadvantage of losing the initiative and we feel it makes more sense because, as pointed out, no one in his right mind is going to wait to be shot at twice before firing back. When fired at by multiple enemy units, the unit returning fire may divide its fire amongst the firers as described in the **Divide Fire** section.

Shots to the Flank or Rear

When a unit is shot at its flank or rear arc and takes any number of hits, a morale test must be taken. A unit that loses a base because of having been fired at in the flank or rear does not need to take two morale tests. The rules for morale tests are explained in the **Morale** section.

Example of Returning Fire
A Union regiment has moved first in the round and is in range of a Confederate regiment. The Union player decides to pour fire into the rebels. The Confederate player's turn has not come up yet, so he now

has two options: to return fire immediately in the Union player's turn, or hold his fire and move into a better position.

Melee

A unit must be issued a successful Charge command to be able to move into contact with an enemy unit and engage it in melee combat.

Charge!

A unit must be able to draw line of sight to an enemy unit in order to be eligible to charge. If it cannot draw line of sight, no Charge order may be given to that unit.

Charge Morale Test

A unit that is the declared target of charge must take an immediate morale test as described in the **Morale** section. Units test on their current morale value.

- Units that are charged by smaller units do not have to make a morale test, unless they are charged in the flank and rear. For example: a Large unit being charged by an Average unit does not need to make a morale test.
- Units that are charged in the flank or rear suffer a morale test penalty:

Charge Morale Test Modifiers	
Defender charged in flank	-1
Defender charged in rear	-2

Charge Reactions

Charge responses are stated after the defending player has made a successful morale test. The type of charge responses are described below.

Charge Reaction and Line of Sight

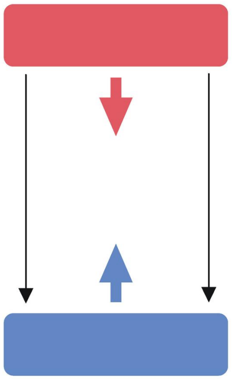
It is important to note that defending units that cannot draw line of sight to the charging unit may not choose a charge reaction. They must stand where they are and make an immediate morale test when the enemy unit makes contact. Charging units that are within the flank or rear arc of the defending unit are considered to be out of line of sight. The rules for flank and rear charges can be found later in this chapter.

Stand and Fire

Units that are being charged may fire at the attackers if they have not yet fired in the round. If it *has* fired, it may not Stand and Fire, as there is simply not enough time to reload before the attackers reach them.

To see how well prepared the unit receiving the charge is, first determine how many moves the attacking unit needs to contact.

- 3 moves away: firer counts as shooting at point blank (+2 To Hit, roll of 10 = 3 damage)
- 2 moves away: firer counts as shooting at short range (+1 To Hit, roll of 10 = 2 damage)
- 1 move away: firer counts as shooting at effective range (-1 To Hit)



The Confederate unit has an 18” charge range. the Union unit has passed its morale test and may choose to counter-charge. Both units meet in the middle, moving forward 9”.

Counter Charge

The defending unit may counter charge (artillery excluded). Measure the distance the charging unit would normally move to contact the defending unit. The units meet in the middle.

Orderly Withdrawal

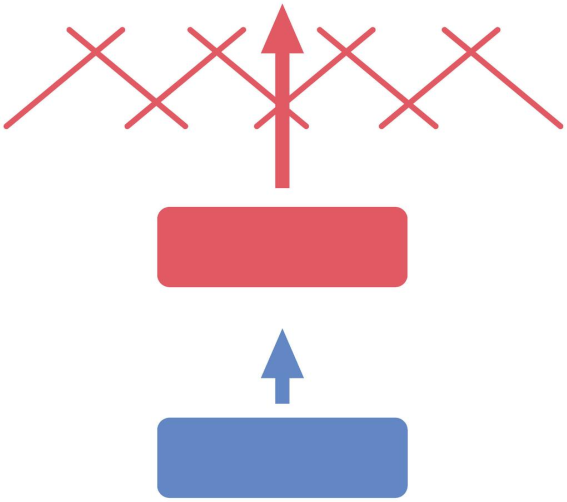
The defending unit may retire his unit up to one move directly away from the enemy (artillery excluded). The distance a unit can move depends on the type of unit (infantry or cavalry) and its formation. For instance, an infantry regiment in line of battle can move 10” as a single move, therefore, it can move up to a maximum of 10” to its rear, though it may stop sooner if that takes them directly behind cover. This allows the defender to take up a more defensible position in their rear if possible.

Units that choose to withdraw in an orderly fashion suffer no movement penalties for crossing terrain e.g. if they want to cross a fence or stone wall. The defending unit automatically forms up in line of battle facing the enemy, behind a piece of terrain if it can. If the charging unit still has enough movement left to contact the withdrawing unit, a round of melee ensues. Units fighting from behind cover receive a +1 To Hit bonus. See the To Hit chart below. Charging units must always complete their entire charge move, even if the defending unit has withdrawn.

Failing the Charge Morale Test

If a charged unit fails its morale test it becomes unnerved; if it is already unnerved it becomes panicked.

If the unit becomes unnerved, it moves away one full move directly away from the enemy, ending in an unformed state. If it becomes panicked (for instance, when an unnerved unit is charged), the unit is considered destroyed or captured. The rules for unnerved and panicked are explained in more detail in the **Morale** section.



The Confederate unit has passed its morale test. it may now make an orderly withdrawal behind the fence.

Fleeing Through Friendly Units

A unit that loses its morale test may be forced to move through friendly units. In this case, the friendly unit, or units, are also forced to take a morale test. This may cause a complete breakdown of a brigade, division or even corps. The defending player keeps on checking for morale as long as there are friendly units fleeing through his other units.

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When a fleeing unit ends its move without clearing a friendly unit, simply place it within 1” of the side where it came out of the non-fleeing unit.

It can also happen that a fleeing unit crashes right into the enemy. If a fleeing unit touches an enemy unit during flight, or if it is forced to contact an enemy unit in any other way, no matter the size of that enemy unit, the fleeing unit is considered destroyed and removed from play.

Following Fleeing Troops

If a failed morale test causes the charged unit to flee, the charging unit may try to catch and destroy it. Use the maximum movement the charging unit could go. If it can move into contact with the fleeing unit, the fleeing unit is considered destroyed or captured and removed from play.

Example

A Confederate infantry regiment charges a Union unit 18” away in the flank. The Confederate player has three moves, so it can move 30”. The Union unit fails its morale test and is forced to flee 10” (it was in line of battle). Measure 10” directly away from the charging unit. The Union unit ends its flee move 28” away from the Confederates, who can still contact them. The Confederate unit is moved into contact, and the Union unit is destroyed and removed from play.

Charging Units Contacting New Units

It may happen that a charging unit comes into contact with an enemy unit that was not its intended target. This may occur when the initial target has run away (or in more appropriate terms, ‘skedaddled’). The new unit is considered to be the target for the charging unit. This new target unit does not need to take a morale test, but it may not choose a charge reaction, as there is simply not enough time to respond. Resolve a round of melee as described below.

Contacting Multiple Units

In some cases, the charging unit may move into contact with several units at once. The charging player must choose one opposing unit to be the target of the charge. Arrange both the charging and targeted unit as described under Melee. Other defending units that were touched by the charging unit are moved away 1” from the charging unit.

Melee

When a round of melee begins, players rearrange their figures in a disorderly fashion, as all semblance of a formation disappears in the maelstrom of combat.

Each unit may only be charged by one other unit. For example, three Union infantry regiments can potentially charge a lone Confederate infantry regiment, but only one is allowed to charge it. There simply is not enough room for the men of three regiments to do the actual hand to hand fighting. Although only two units can fight in a melee, friendly units on either side within 8” of the combat may add to the combat bonus, as will be explained later.

Roll to Hit

Both players roll a number of dice equal to the first number in their melee stat. The second number is the score they need to hit their opponent, modified by circumstances as shown on the To Hit Table. For example. A unit with a stat of 6 (5+) rolls 6 dice and hits on a roll of 5 or more. This is the same procedure as shooting.

Each successful hit cause one point of damage to the UC.

To Hit Table	
Circumstance	**Modifiers**
Charging	+ 1 To Hit
Fighting behind cover	+1 To Hit, only if Charged
Charged in flank	-1 To Hit; no charge reaction; ½ fight dice
Charged in rear	-2 To Hit; no charge reaction; no fight dice in first round of combat

Charging

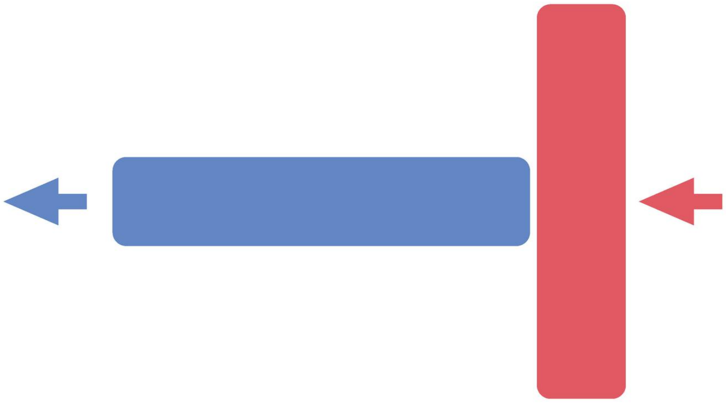
The charging unit, gets + 1 To Hit.

Flank Charges

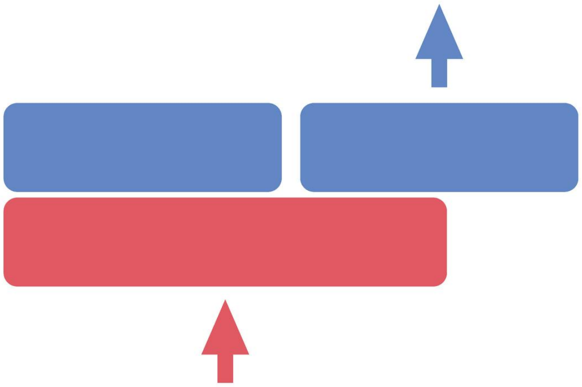
Flanking in the Civil War was an incredibly important tactic, for it allowed armies to quickly break enemy formations, rolling them up and thereby causing a widespread panic among the enemy. That at least was the theory.

Units that are charged in the flank suffer a -1 To Hit penalty, and may only roll half their fight dice.

A unit counts as being outflanked if the centre of the charging unit is within the flank arc of the defending unit before charging. Remember that the attacking unit is out of Line of Sight of the defender, and the defending unit must make a morale test with a -1 modifier.



The Confederate unit has 3 moves, for a 30” charge range. it has used up 18”, so 12” remains. The Union unit is forced to take a break test due to the charge, it fails and forced 10” directly away from the Confederate unit. The fleeing distance is measured from the charge’s point of impact. As the Confederate unit has 12” of its charge left, which is greater than the Union unit’s 10”, the Union unit is overran and removed from play.



Two Small Union units are charged by a Large Confederate unit. The Confederate player decides to charge the Union unit on its left and makes contact. The Union unit of the right is forced away D5”.

There may come a time when a unit is in the position to attack an entire brigade in the flank. When this opportunity presents itself and a successful charge is ordered against one of the defending units, all of the units in that brigade must make a morale test. If any units flee, move them as explained above. If one or more units pass their morale test, the attacking player decides which defending unit he contacts and fights a round of melee with. All other units passing their morale tests must be moved 1” away from the combat as described earlier.

As explained under Brigade Formations, brigades deployed in echelon never count as being outflanked. These units are automatically turned to face the enemy.

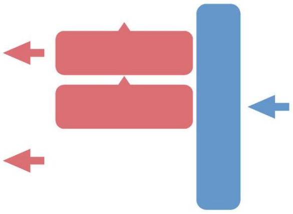
Rear Charges

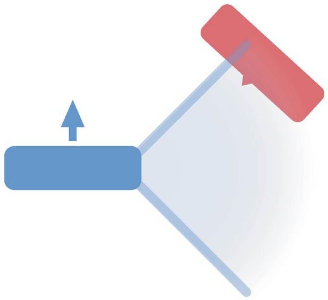
Rear charges can be particularly devastating. Units get caught completely unawares by onrushing enemy troops. To illustrate the chaos resulting from a rear charge, the defending player must make an immediate morale test with a -2 penalty when the attacking unit has made contact. Furthermore, because no line of sight can be drawn to the charging unit, no charge reactions are allowed. Lastly, because of the utter chaos and surprise, the defending unit does not fight back in the first round of combat. All it can do is try to get reorganized as quickly as possible and hope for the best!

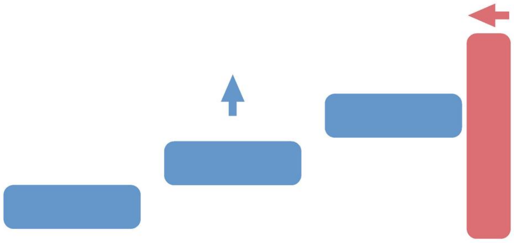
A unit counts as being charged in the rear if the centre of the charging unit is within the rear arc of the defending unit before the charge starts.

Combat Results

The Combat Result determines who won, and who lost, the melee. The combat result is calculated by counting the number of hits each side have scored, plus any applicable modifiers in the Combat Result Table.







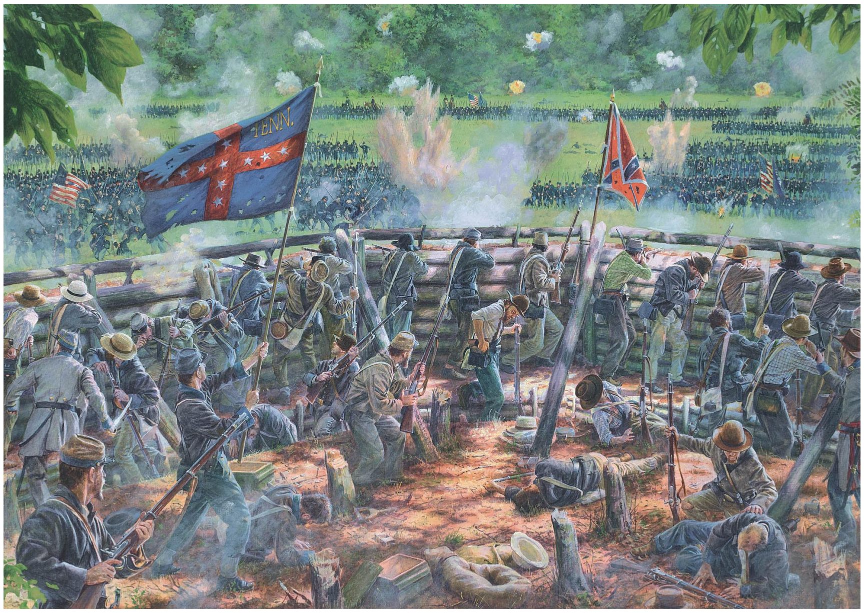
A brigade attacked in its flank. All units must make a morale test even though only one unit will be fighting in Melee (unless they flee).

A brigade deployed in echelon charged in its flank. Because the unit is in the echelon formation, it does not count as being flanked. The player may turn their units to face the charging enemy.

Diagram showing a unit's flank and a flank charge. As a the centre of the attacking unit is within the unit's flank arc, it is a flank charge

Combat Result Table	
Circumstance	**Modifier**
Defender in earthworks/trenches*	+5
Defender in hard cover	+2
Defender in light cover	+1

Per supporting unit (maximum of 4 units)	+1
* The rules for earthworks/trenches can be found on **Fortifications and Trenches**.	



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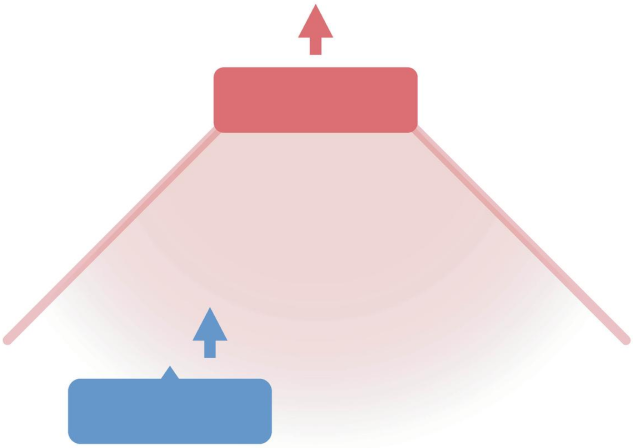

Diagram showing a rear charge. As the centre Union unit is in the rear arc, it is a rear charge.

Fighting from Behind Cover

Units fighting from behind cover receive a +1 To Hit bonus. This bonus only applies to the unit that has been charged.

If the unit fighting from behind cover loses a round of combat and rolls an Orderly Withdrawal result, it may choose to remain locked in combat, forfeiting the +1 bonus.

Supporting Units

Even though only two units can actually fight a round of melee against each other, other units nearby may offer support. This represents them throwing their weight into the fight. Unengaged friendly units within 8” add +1 point to the combat resolution, up to a maximum of +4. It does not matter where supporting units are placed, however they must be able to draw line of sight to the melee i.e. to either one or both combatants. Artillery batteries never count as supporting units.

When multiple melees are going on next to each other, un-engaged units offer support to the closest friendly unit.

Combat Resolution Example
A Confederate regiment fighting behind a stone wall (Hard cover, +2) and three regiments in support (+3) scores 5 casualties against a Union regiment. The player modifies the casualties by the modifiers above. The total score is 10.
The Union regiment scored 4 hits and also has three units in support. Their score is 7.
Calculate the difference between the two scores. The side that scored the highest wins this round of melee. In the example, the Confederate player won by 3.

Winning Combat

The side that won the combat may now decide what to do.

Victorious units (the primary unit and all supporting units) may reform on the spot, facing any direction, without advancing.

Alternatively, they may attempt to capture the breaking enemy. Roll 1D10 for each of the victorious units and add the difference in combat result to the score. The result is the number of inches the victorious unit moves in pursuit. If it overtakes the enemy unit, the fleeing unit is deemed destroyed (the survivors being cut down or captured). If the victorious unit does not overtake the fleeing unit, it still moves the full pursuit move. It is possible for a supporting unit to overtake an enemy unit instead of the primary unit.

If the defeated player scores an Orderly Withdrawal result, the winning player may not pursue; they must reform.

Drawn Combat

If neither side wins the combat, the charging unit is moved 1D5" directly away from the defending unit.

Losing Combat

The side that lost the melee must take a break test. Roll 2D10 and subtract the difference in combat result from the dice score. Consult the Break Test Table to see what happens.

Break Test Example
The Union unit from the example above lost by a difference of 3. The Union player rolls 2D10 and the result is 10. Subtract 3 from 10 and the result is 7, meaning the unit becomes panicked and moves away two moves directly away from the combat. Note that a break test does not work in the same way as a morale test, as will become clear in the next chapter.

Break Test Table

Difference	Result
0–4	Unit is routed and removed from table. Supporting units must take Morale test.
5–10	Unit becomes panicked moves away from combat 2 full moves. In losing player's next turn, player may attempt to rally the unit. Supporting units must take Morale test.
11–15	Unit becomes unnerved and moves away 1 move. In losing player's next turn, player may attempt to rally the unit. Supporting units must take Morale test.

16–20	Orderly withdrawal. Losing unit moves away 1 move and rallies immediately.

Add Fatigue Penalty

After the combat has been resolved and morale tests made, each unit that participated in close combat (the charger and target, but not supports) receives a point of Fatigue. This never results in a morale test, as described under the rules of Fatigue Penalty.

Morale

Morale Tests

Each man has his breaking point in war. Seeing men around you lose heart and run for their lives will test the resolve of the bravest men. Morale tests are required in certain situations. For example, when a unit loses a base, when a unit is charged, or when a friendly unit loses a round of melee.

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When to Test

- Every time a unit loses a base
- When charged.
- When fired upon in the flank or rear.
- When fired at by artillery using shell or cannister (see **Artillery**).
- When trying to rally units.
- Friendly units destroyed/fleeing within line of sight up to 12”.
- Fleeing units moving through friendly units.
- Skirmishers suffering hit from shooting.

Tiny Units

Tiny units that fail a morale test are considered destroyed immediately.

How to Test

It's important to note is that you always test on the unit's current morale stat. For example, a unit that started out as a Average unit (Morale 7+), but lost a base, checks morale as a Small unit (Morale 8+).

Units charged in the flank or rear arc receive a negative modifier on their roll. The rules on flank and rear arcs are found in **General Principles**. The presence of steady (i.e. not be unnerved or panicked) friendly units within 12" adds a positive modifier.

Roll 1D10 and add or subtract the modifiers below. Compare the result with the unit's Morale stat. If the score equals or surpasses the stat, the unit passes the test.

Morale Test Modifier Table

Circumstance	Modifier
Steady friendly unit within 12"	+1
Shot or charged in flank arc	-1
Rifled gun firing cannister, rolling 8+	-1
Per point of damage from shell ammunition	-1
Shot or charged in rear arc	-2
Smoothbore gun or howitzer firing cannister, rolling 8+	-2

Failing the Morale Test

A unit that fails its morale test becomes unnerved and moves away one full move directly away from the enemy, ignoring all movement penalties. If the unit would move off the table, it halts in disarray at the table edge.

If it is already unnerved, it becomes panicked and moves away one full move from the nearest enemy. If that means the unit moves off table, or is forced to move within 12" of an enemy unit (without any friendly units present within 12") the fleeing unit is considered lost or captured.

Units that have become unnerved or panicked are close to complete collapse and are in no position to do any fighting. They may not receive any orders until rallied.

Rally Tests

At the start of your new turn, troops that are unnerved or panicked may try to rally. They receive a +1 bonus on their Rally test if there are steady friendly troops within 12”.

Units that successfully rally reform in line of battle facing the closest enemy unit. They may receive no orders this turn, as officers and NCOs are trying to re-establish some semblance of order; forcing men to compose themselves, reload, and so forth.

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Unnerved units that fail to rally at the start of the turn become panicked. Panicked units that fail to rally are lost. Remove the unit from the table.

Brigade, division, and corps commanders may help try to rally their troops. A commander may try to rally troops if they are within 12”. Move the commander within 1” of the unit they are trying to rally. A commander may only try to rally 1 unit per turn, and only one commander may try to rally a particular unit.

As seen in **The Order Phase**, commanders can give brigades bonusses or penalties when it comes to orders and rallying their troops, in addition to their ability to reroll one morale test per turn. For sake of ease, we have provided the list here again for easy reference.

Commander Ability Table	
Excellent officer	+2 on order rolls and rally tests

Great officer	+1 on order rolls and rally tests
Competent officer	No modifier
Incompetent officer	-1 on order rolls and rally tests

Artillery

Artillery Phase

It is important to note that in *WHLCS*, players have the option to fire their batteries in the artillery phase, or in the shooting phase, but not in both. The reason for this is that infantry assaults were often preceded by massed artillery bombardments. We therefore allow players to let their batteries fire first, in the Artillery phase, before movement orders are issued. Firing during the Artillery phase is completely optional and players can fire just as well in the Shooting phase. But it can be quite advantageous for players to damage enemy units before they charge in with their infantry. Batteries that have fired in the artillery phase may not fire in the shooting phase.

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Artillery Orders

Artillery follows the same procedure as infantry and cavalry. They receive orders in the order phase and move in the movement phase. Artillery batteries have two movement stats. The first is for when limbered, the second is for when a battery is deployed. See the example below.

Unit type:	Size	Move	Shoot	Melee	UC	Morale
Regular battery	Average	14″/6″	3 (7+)	1 (6+)	16	6+

Types of Move Orders for Artillery

Just as with any other branch of service in either army, artillery crew were trained to operate in specific ways. In battles as large as those in *WHLCS* , the necessity to include all of these drills is lost, as opposed to infantry moves and manoeuvres. We therefore stick to the basics for sake of playability. Batteries can receive the following orders, separately or in any combination:

- Move, man handled
- Move, limbered
- Unlimber
- Limber
- Turn, once deployed

All of these specific orders take up one move. You can combine up to three moves, just like infantry. You may use ADCs to better your chances of success like normal (with a maximum of 3 ADCs).

Artillery Order Table	
Number of Moves per Unit	**Success**
One move	4+
Two moves	5+
Three moves	6+

Moving Artillery

Artillery suffers the same movement penalties as infantry and cavalry. As shown in the Movement **Modifier table**, limbered artillery gets a 4” bonus when moving on a road.

In addition, batteries, whether limbered or unlimbered may not cross stone walls or rocky terrain. Wooden fences may be taken down in order to cross. A limbered or unlimbered battery within 1” of a wooden fence may use one move to create a gap for them to move through.

Moving and Shooting

Moving Civil War guns around, whether by hand or attached to a limber team, was heavy work. Even experienced crews had to push themselves to their limits.

Batteries may not fire once they have moved, with two exceptions:

- Unlimbered batteries may fire after they have been turned up to a maximum of 45 degrees.
- Batteries that fire in the artillery phase may be given Move orders. This represents batteries firing at the enemy before being moved to a better or safer position.

Horse Artillery

Horse artillery really came to its own during the Civil War. It could be deployed very quickly, as the artillerists were also mounted. They were trained to quickly move up and fire at the enemy.

Horse artillery batteries may move up to three moves and still shoot (and vice versa), as an exception to the rule that units may not fire when they move more than one move.

Units Moving Through Artillery

Artillery batteries took up a lot of space on battlefields. They included the guns themselves, limbers and their teams, caissons, and all the artillerymen. Friendly units moving through artillery batteries do so at half speed. Once they clear a battery, they may move at normal speed again.

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Shooting With Artillery

Despite advances in artillery technology, Civil War field artillery was still relatively inaccurate. The quality of gunpowder used varied greatly, influencing the accuracy of the shot. There are two varying factors with Artillery, type and ammunition. The types are Rifle, Smoothbore, Siege, and Howitzer.

After determining the type but before firing, the active player must state aloud which type of ammunition they will be using. The ammunition types consist of Solid Shot, Case Shot, Shell, and Cannister. Each type of ammunition has its own advantage and was designed to be used in specific circumstances (see **Types of Ammunition** for more details on the different ammunition types). Some Artillery types may not be able to fire all ammunition types, this will be stated where applicable.

Each battery has several shoot dice. Roll the number of dice allowed for your battery and add/subtract the following modifiers to determine what you need to roll to score hits. A battery normally hits on 7+.

Artillery To Hit Modifiers

Modifier	Effect
Canister	+3
Rifled gun returning fire vs Artillery	+1
Case-shot or shell against moving target	-1

Long range	-1
Turned/manhandled battery	-1
Shooting at troops in fieldworks (except howitzers)	-2

Artillery Types and Range

Artillery Types and Range Table

Type	Maximum range	Medium range	Short range
Rifle	80″	40″	8″
Smoothbore	60″	30″	8″
Howitzer	32″	16″	8″
Siege artillery	100″	50″	12″

Howitzers

Howitzers are not allowed to fire solid shot, as that was not what they were designed for. Whenever firing any other type of ammunition against troops in fieldworks, howitzers do not receive the normal -2 To Hit penalty.

Line of Sight

Batteries may fire only through their front arc. Batteries may fire through gaps in the line of friendly troops that are at least 12” wide.

Firing from Hilltops

Artillery may pick any viable targets when firing from hilltops, as long as the chosen target is within range and line of sight. That target does not have to be the closest target to the battery. This allows players to fire at more formations that are farther away. A battery on a hill may fire over intervening troops to target enemy units beyond the front line.

Cover and Artillery

Because of the powerful nature of artillery, no shooting penalties are incurred when firing at troops in either soft or hard cover.

Enemy Proximity

Artillery may not fire at targets that are within 12” of friendly troops. It was just too dangerous.

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Types of Ammunition

The types of ammunition used in Civil War battles are divided into four categories and were used for smoothbore and rifled cannon, though they varied in calibre and shape, depending on the type of gun:

- Solid shot (cannot be used by Howitzers)
- Case Shot (shrapnel)
- Shell
- Canister

Example of Artillery Bounce

A Union battery fires at a brigade of Confederate infantry, needing 7+ to hit. The player rolls 3 dice, scoring 3, 8 and 9: two shots hit the enemy. After applying damage to the unit, the two successful rounds bounce. There is a Confederate unit 6” behind the target unit. The Union player rolls a D10 for each successful hit: one round bounces 5” and stops, the other bounces 8” and smashes through the second unit, causing a hit on a 6+.

Solid Shot

Solid Shot	
Artillery Type	**Shot Effect**
Rifle	1 damage per hit. Counter battery: 2 damage per hit
Smoothbore	1 damage per hit + bounce. Counter battery: 2 damage per hit
Howitzer	N/A

Smoothbore

Cast-iron solid spherical shot fired by smoothbore guns could bounce along the ground towards the enemy, destroying everything in its path.

To fire, measure whether the target is in range. Consult the Shoot value and apply modifiers. Roll to hit. Each hit that causes damage on the target unit bounces down-range to cause further damage to other units. Each miss is considered to have buried itself in the ground.

Successful hits bounce D10” further. If the range is enough to allow the shot to hit another unit, it causes damage to it on a roll of 6+. If it causes damage, it bounces another 1D10”.

Rifled Guns

Due to the nature of the projectile, when a battery of rifled guns fires Solid Shot at infantry or cavalry, the bounce rule does not apply.

Counter-Battery Fire

Solid shot was particularly useful as counter-battery fire, as projectiles smashed through guns, limbers and horse teams. Therefore, each hit by solid shot causes 2 points of damage to enemy Artillery.

Mixed batteries
Civil War batteries generally consisted of several types of guns. For example a common Union battery comprised 4 rifled pieces and 2 smoothbore pieces. This was done so that a battery could serve multiple battlefield goals. Players can field mixed batteries during their games. Assign a relative number of shoot dice to one type of gun and assign the remaining die to the latter type. For example: a

battery with 3 shoot dice can use 2 dice for rifled fire and the remaining die for smoothbore fire.

Case-shot

Case-shot ammunition was a hollow tube filled with musket balls. It was time-fused and meant to explode over enemy troops. It was quite difficult for gunners to fire effectively and was used mostly against stationary targets. Case-shot suffers -1 To Hit against targets that have moved in the previous turn.

Case Shot	
Artillery Type	**Shot Effect**
Rifle	2 damage per hit
Smoothbore	2 damage per hit
Howitzer	2 damage per hit

Shell

Much like case shot, a shell was a hollow projectile, but in this case, filled with black powder. It was also time-fused and suffers a -1 To Hit against troops that have moved in the previous turn.

The effect of shells was generally psychological. Each hit only causes 1 point of damage on the unit. However, this is followed by an immediate morale test. For each hit the unit suffers, you receive a -1 penalty on your morale test.

Shell	
Artillery Type	**Shot Effect**
Rifle	1 damage per hit + morale test
Smoothbore	1 damage per hit + morale test
Howitzer	1 damage per hit + morale test

Canister

A round of canister consisted of a tin cylinder filled with pieces of metal debris or round balls. It was used only at short distances (at around 200 yards). The effect has often been described as that of a sawn-off shotgun, but more devastating. When fired, the canister disintegrated within the barrel and the lethal pieces of metal left the barrel at high velocity in an ever-widening pattern.

Canister fire can only be used at short range. To fire, simply measure whether the target is within short range. Roll for damage as per usual.

Smoothbore guns were more suited to fire canister, as the bore was wider compared to a rifled gun, making the dispersion field much larger. When firing canister from a smoothbore gun or howitzer, each result of 8+ causes 3 points of damage instead of 1 and an immediate morale test with a -2 penalty. When firing canister from a rifled gun, each result of 8+ causes 2 points of damage instead of 1 and an immediate morale test with a -1 penalty.

Canister

Artillery Type	**Solid Shot Effect**
Rifle	1 damage per hit + morale test; 2 damage per hit and Morale test-1 on 8+
Smoothbore	1 damage per hit + morale test; 3 damage per hit and Morale test-2 on 8+
Howitzer	3 damage per hit + morale test; 3 damage per hit and Morale test-2 on 8+

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Returning Fire

As explained in **Shooting**, units may return fire as a reaction when they are fired upon by enemy troops in the shooting phase. The same applies to artillery batteries; batteries may shoot at those shooting at them, and anyone can return fire against a battery (if they are in range). In addition, batteries may return fire at batteries that have fired upon them during the artillery phase (called counter-batter fire). These artillery 'duels' were very common during the Civil War as both sides tried to eliminate that particular threat. Batteries being fired upon by more than one enemy battery in the artillery phase may choose to return fire at one battery or divide its fire.

Overhead Supporting Fire

In theory, artillery could provide support by firing over the heads of their own troops. This had happened in countless wars before the Civil War; however, it was not a recommended process. There were several reasons for this. First of all, it could demoralize the troops being fired over. Second, infantry movement often bogged down when shot and shell were falling into the area in front of them. Lastly, and perhaps most important, it was dangerous with multiple examples of friendly fire.

Players are allowed to provide overhead fire at their own risk. They may do so only when firing solid shot or shell. Whenever firing overhead, roll a D10 for each friendly unit fired over, starting with the one closest to the firing battery. On a roll of 4+, nothing happens. Continue the process until you have cleared all friendly units or you roll 1–3. If you roll 1–3, you hit that unit. Roll for damage as normal, including the rules for bounce.

Example of Overhead Fire

A Confederate battery is firing at the Federal positions during Pickett's charge on July 3, 1863. A brigade of three Confederate infantry regiments deployed in multiple lines is in the line of fire. Roll to hit as normal. Then roll a D10 for the closest Confederate unit. On a 4+, it passes. The middle Confederate regiment also passes, but the last one rolls a 2! After working out damage for that unit, roll for bounce.

Heavy and Siege Artillery

Many different types of siege and heavy artillery were used throughout the Civil War: Mortars, Parrot and James Rifled siege guns, and many more. Most of these guns were used by the Union forces, as they frequently besieged Confederate troops. The Confederacy did field their own siege guns, mainly to defend forts and coastal areas.

The basic rules of *WHLCS* provide simplified rules for these types of artillery as the rules for fortifications are featured in the advanced section of the rules. However, we want to give players the opportunity to use heavier types of artillery without using the additional rules. The Union troops used rifled siege artillery during the battle of Shiloh, for instance, to bombard the Confederate infantry and artillery.

- Heavy artillery units always use the statline of small field artillery batteries, so have one shoot die.
- They can only fire solid shot and shells.
- Heavy artillery is not allowed to use the Stand and Fire rule when charged.
- Heavy artillery may not move. It may, however, fire anywhere in their front arc, as the guns were mounted on a pivoting system, allowing the gunners to change their fields of fire. This does not count as a move.

Heavy and Siege Artillery	
Ammunition Type	**Effect**
Solid shot	D5+1 hits
Shell	D5 hits + morale test

Cavalry

The United States army had five cavalry regiments in 1860. Most of these units had been deployed to the Territories to the west. When the Civil War broke out, many of these same men, including high ranking officers like Robert E. Lee, Albert Sidney Johnston, and lower ranked officers like J.E.B. Stuart, sent in their resignations and joined the Confederate army. That meant that a huge amount of experience was lost to the Federal government, something the North would feel for the first half of the war.

Cavalry tactics during the American Civil War differed from those found in Europe. The cavalry was used mainly for scouting and raiding purposes, to shield the main army from the enemy and to fight delaying actions. Cavalry troopers were armed with sabres, revolvers, and carbines, although small arms on the Confederate side varied greatly. They did most of the fighting on foot, and in practice were more akin to mounted infantry or dragoons than pure cavalrymen.

By Steve Noon. © Osprey Publishing Ltd. Taken from Campaign 124: *Fair Oaks 1862*

Example Statline of a Regular Cavalry Unit

Unit Type	Size	Move	Shoot	Melee	UC	Morale
Regular cavalry—mounted	Average	16″	3 (6+)	6 (6+)	18	6+
Regular cavalry—dismounted	Average	10″	6 (6+)	3 (6+)	18	6+

Cavalry Orders

Issuing orders for cavalry brigades works the same as for infantry and artillery with the addition of orders to Dismount and Mount. Cavalry units may use one of their moves to mount or dismount. For example, the active players wants a mounted unit to dismount and advance to a stone wall. This will take up two moves.

Cavalry Formations and Manoeuvrability

Cavalry basically had two formations: march column and attack column (for lack of a better term). Cavalry in march column are positioned 2 or 3 models wide, with the rest of the unit formed up behind. An attack column would be spread out in two or more ranks, or semblance of ranks, facing the enemy.

It was very difficult for horsemen to keep tight-formed ranks like infantrymen because of the horses. That is why cavalry bodies are much more manoeuvrable than in most other wargames. Cavalry units formed up in attack columns may manoeuvre freely across the table. There is no need to wheel, about face or similar. You can face your cavalry any way you like and move in any direction during the movement phase. You do need to take terrain modifiers into consideration, and changing from march column to attack column takes one move.

Weaponry

Union and Confederate troopers were armed slightly differently. Apart from their sabres and revolvers, Union troopers had access to the much-desired repeating carbines of various makes. These were breech-loading carbines that carried multiple bullets in a magazine, allowing for rapid firing. This was generally not advised, because a cavalry trooper was issued the same number of rounds as an infantryman, and had to conserve ammunition or risk running out.

Cavalry Long Arms

Weapon	Range

Breech-Loading Carbine (Union only)	
Effective range	11”– 18”
Short range	6”– 11”
Point blank	< 6”
Special rule	Rapid Fire
Cavalry Carbine	
Effective range	11”– 18”
Short range	6”– 11”
Point blank	< 6”
Special rule	None

Rapid Fire

Dismounted Union troopers may use the Rapid Fire special rule. Simply state your desire to do so.

Rapid Fire Rule

The unit rolls an extra D10 to shoot. This extra die is not represented in their statline. However, when a player rolls two or more 1s during the shooting phase, the unit is firing too fast and the men are cautioned to preserve ammunition. The unit may not use the Rapid Fire rule for the rest of the game.

Dismounted Troopers

Each cavalry statline consists of two statlines, one for mounted troopers, the other for dismounted. The main difference being movement and shooting/melee. Mounted troopers are better at melee, dismounted troopers are more effective at shooting.

Dismounted troopers are arrayed in a semi firing line i.e. they are not ranked up like infantry, but are deployed in a loose formation. This has no real effect in the game other than aesthetic purposes. Each dismounted unit still has a front, flanks and a rear.

Cavalry Charges

Cavalry charges against infantry and artillery were rare, as mentioned before. Therefore, there are some restrictions as to what cavalry units may charge. Dismounted troopers were able to fire without much difficulty and may therefore fire when they charge.

- Infantry and artillery charged by cavalry in the front arc do not have to take a morale test.
- Infantry and artillery receive a +1 To Hit against charging mounted cavalry, effectively nullifying the Stand and Fire To Hit penalty.
- Cavalry may not charge through difficult terrain.
- Dismounted cavalry may take a free shoot action before charging. Use their starting point to determine whether they fire at effective, short or point-blank range.

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Advanced Rules

Although you can play a game of *WHLCS* without these Advanced rules, we feel they add some extra period-specific content to the game. As always, it is important to discuss with your fellow players which of the advanced rules you will be using in your game.

Army Commanders

In this section, we look at how to create interesting characters for you to use in your games. Most Civil War enthusiasts know the names and deeds of many of the officers on either side. Some were famous for their battlefield roles, some were infamous for their shortcomings, some were both. Below, we have provided players with some tools to create their own commanders.

Creating Commanders

We have come up with several personality traits players can use to give their commanders some extra life. These will come in handy when playing historical scenarios, for many of the outcomes of Civil War battles were determined by the men in charge of their troops. For example, George B. McClellan's reluctance to commit his reserves at Antietam may have unnecessarily lengthened the war, while it is said that had Stonewall Jackson still been alive at Gettysburg, he would have taken the heights beyond the town, as opposed to Richard S. Ewell halting his troops, allowing the Federal forces to dig in on Cemetery Hill.

Players are free to combine personality traits as they see fit. Aggressive and Reckless, for instance, often go hand in hand. We can think of a few examples where Reluctant and Popular would work well. Some of the traits are good and give the commander positive bonusses, others are bad and impose penalties. You may have a good understanding of the personalities that helped or thwarted the men in charge. As is always the case, no person is perfect, not even those immortalized in bronze.

As most of you are probably familiar, we tend to forget these small details during gameplay. We would recommend placing tokens or small pieces of paper next to a commander, describing which commander traits he has this game.

Commander Traits

Aggressive

This commander is known for his aggressive nature. He is able to get his troops into the thick of the fighting just by his presence on the field.

When rolling for a Charge order, you only need to roll the minimum score required to reach the enemy unit(s), instead of the normal 8+. For example, when an enemy unit is two moves away, an Aggressive general only needs a 6+ for the order succeed. As is always the case, players can use ADCs to better their chances of success.

Political

A Political general was not appointed because of his military talent or education, but because he had influence in Washington or Richmond. He generally had great people and administrative skills. He could help convince men to sign up to join the army. Therefore, both Abraham Lincoln and Jefferson Davis appointed Political generals. Whatever the reason of his appointment, he wears the uniform and is in command of thousands of men. Despite his inexperience in military matters, a political general could still perform well enough in the field.

Because of the uncertainty that comes with political generals, players must reroll successful orders by political generals, except when a 1 is rolled. ADC and other modifiers still apply when rerolling the order.

Popular

A Popular commander is well respected by his troops. They are willing to follow him everywhere.

This commander's units that are within 6" of him rally on a roll of 6+. No negative modifiers are taken into account when rolling to rally.

Reckless

A reckless commander is either indifferent to the wellbeing of his troops, or is willing to risk their lives in a senseless attack.

Brigades, divisions, or corps led by Reckless commanders must always roll for Double Quick towards the enemy, even when it is disadvantageous to do so. If a unit contacts an enemy unit, it is treated as a successful Charge order. When an order is unsuccessful, the units within the brigade stay where they are.

Reluctant

Decisive action is not on the mind of this officer. Although he might be completely competent in theoretical knowledge of tactics and strategy, for whatever reason he seems unwilling to commit his troops to battle.

By Peter Dennis. © Osprey Publishing Ltd. Taken from Campaign 267: *Wilderness and Spotsylvania 1864*

A reluctant commander always gets one move fewer than the result he rolled on the order table, with a minimum of one move. For example, the Reluctant general rolls a 5, giving his brigade two moves. However, because he is Reluctant, they only receive 1 move. Note that a successful order always allows the brigade to move at least once.

Steadfast

Cool as a cucumber, this officer does not believe in handing over the proverbial reins to the enemy. He does not care what the enemy is doing, he only cares what he is going to do to the enemy.

The player may reroll on the Unexpected Event Table (unless the first roll was a 1).

Unpopular

A harsh disciplinarian, this commander demands more of his troops than is humanly possible. His demeanour makes him unapproachable, indifferent to his troops and as a result, unpopular. Desertions are high and morale low.

Troops led by an unpopular officer receive 1 fatigue penalty when moving twice and 2 fatigue penalties when moving three times in a turn. In addition, successful Rally Tests must be rerolled.

Unit Special Rules

All unit special rules are determined in advance by the players, i.e. when players create their own scenarios based on historical literature (most authors will describe what type a certain unit was during a particular battle: green, veteran, regular, sharpshooters, skirmishers, and so on).

Skirmishers

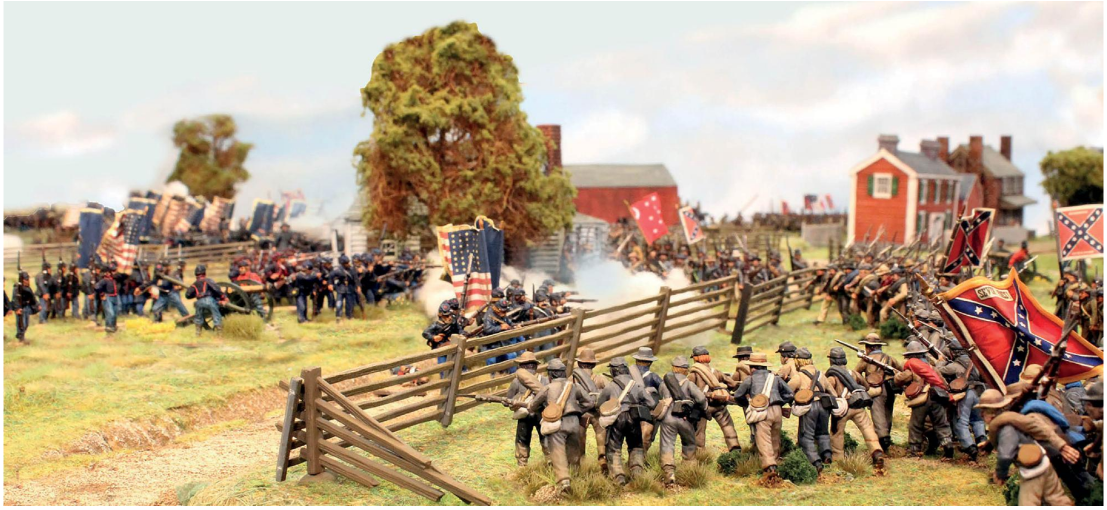
Skirmishers played an important role in Civil War battles. They scouted the area ahead of the army and helped to steer the main battle line in the right direction. They fought desperate delaying actions in order to give the main army time to move up or withdraw.

Skirmishing units were mostly companies taken from regiments within the brigade. Players may start with one skirmish line per brigade. One or more companies of the brigade were sent forward as skirmishers leaving their parent units with fewer men in their ranks. Because of the size of *WHLCS*, we have decided not to let this have any influence on gameplay. It is possible to detach a base or more from several units and have them form the skirmishing unit, but we have decided against this, because it adds another level of complexity for very little gain. Of course, if players wish to do so, they are free to do exactly that.

Skirmish units use the same statlines as a Small unit, with the exception that they do not have a Melee value. Skirmishers are not allowed to go into hand-to-hand combat, as explained below.

- Skirmishers may move up to a three moves away from their parent unit.
- Skirmishers lift the fog of war of enemy units within 24”.
- Skirmishers do not suffer movement penalties.

- Skirmishers may move independently. No order roll is necessary.
- Units in formation may freely move through friendly skirmishers and vice versa.
- Regiments behind a skirmish line suffer only a -2” movement penalty when moving through difficult terrain (as opposed to half move in normal cases).
- Enemy units within 6” automatically force skirmish units to re-join their parent unit.
- Skirmishers may never charge.
- Skirmishers that are charged must fall back to their main line and may fire whilst doing so (at -1 To Hit). They are then considered to have re-joined their parent units.
- Skirmishers caught by a charge are automatically destroyed. They are assumed to be cut down or taken captive.
- Friendly troops behind the skirmishers may fire through them at the enemy.
- Enemy units may not fire through skirmishers against a unit behind them.
- Skirmisher shooting is less effective. The number of hits scored by a skirmish unit is halved, rounding up.
- Skirmishers must make a morale check when they suffer a hit in the shooting phase.



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Green Troops

In many Civil War battles, a lot of the fighting had to be done by troops who had little to no experience, especially in the early part of the war. These troops are classified as green.

Units with the Green Troops special rule have -1 Shoot die, -1 Melee die and -1 from Morale from their basic statline.

Veterans

As the war progressed and some units gained more experience, they became more effective fighters and were less inclined to run away at the first sign of trouble. Their fighting effectiveness also increased.

Units with the Veteran special rule add +1 Shoot die and +1 Morale to their basic statline. Veteran artillery receives the additional Morale, but not the additional Shoot die.

Snipers and Sharpshooters

Several sharpshooter units were formed during the Civil War. The most famous were the 1st and 2nd U.S. Sharpshooters in their distinctive green uniforms. They were founded by Colonel Hiram C. Berdan, who outfitted both units with the excellent Sharps breech-loading rifle. Other Federal units were armed with rifled muskets or other types of breech-loading guns. On the Confederate side, some sharpshooter units were armed with Enfield rifled muskets – some with scopes – while others had the British-made Whitworth rifle. The terms sniper and sharpshooter are used interchangeably.

Sharpshooters on both sides acted as light infantry, generally deployed as a company of skirmishers ahead of the main line. Their goal, much like regular skirmishers, was to feel out the enemy positions and, in addition, to take out artillery crews, officers and NCOs. Sharpshooter units may be deployed as skirmishers or as regular infantry.

All units with the Sharpshooter special rule may reroll 1s during the shooting phase. This is an exception to the rule that 1s may never be rerolled

Digging In

It became standard procedure for infantry to dig in when they were in or close to wooded areas. Making use of their surroundings, infantrymen could pile up logs, branches and boulders to create cover. To illustrate this, players can place some small twigs or branches from the garden in front of their unit.

Infantry within woods or within 1” of wooded terrain may dig in. No order is needed to do this; digging in takes one complete movement phase. Troops that have dug in count as being in heavy cover.

Fortifications and Trenches

By the later stages of the Civil War, armies were erecting massive defensive works. The Confederates used them particularly during the Overland Campaign of 1864. The Confederacy could not replace lost men and Union armies became so large that it would be suicide to face them on equal terms in a stand up fight. To offset this unbalance, Confederate armies resorted to the spade and made intricate fieldworks and trenches, in what can only be seen as a rehearsal for World War 1. Most of the work on Confederate fieldworks was done by slave labour. The Union dug trenches and fortifications too, e.g. the siegeworks around Vicksburg, Atlanta and Petersburg. Three years of war had demonstrated that waging war on open fields was extremely costly; neither side could keep up this bloodletting. Still, by the summer of 1864, Federal soldiers were ordered to assault Confederate fortifications with deadly results. It was considered to be the only way to quickly and decisively put an end to the war.

- Troops in fieldworks facing a morale test may choose to go Down instead of move away.
- Units firing from fieldworks use the Aimed Fire rule as explained in the shooting phase section (+1 To Hit).
- Fieldworks count as difficult terrain for enemy units.
- Units charging troops in fieldworks must have enough movement to be able to contact the defenders. This includes any movement penalties.
- Defending units receive an automatic +5 combat resolution during close combat.

Going Down

When a unit within fieldworks faces a morale test, the player may choose to let his men go Down instead. The unit may not fire or return fire this turn, but may act normally on the next turn.

For example, the Union player has the initiative this turn and fires at a unit of Confederate infantry in fieldworks scoring enough damage to remove 1 base from the Confederate regiment. Normally, the Confederate player is allowed to fire back before taking a morale check. However, instead of firing back and then running the risk of failing his morale check, the Confederate player opts to have his regiment go Down. It still loses the base, but this prevents the unit from potentially fleeing. The Confederate player may not fire with the Down unit in his own turn.

Forward Skirmish Line

Both sides often created a line of skirmishers dug in several yards in front of their main fieldworks. We allow and encourage players to do so as well. All normal rules for skirmishers apply, with the addition that they are considered to be in hard cover. They are occupying defensive works including abatis, chevaux-de-frise, and other obstacles, that count as difficult terrain. These obstacles remain there for the entirety of the game.

Assault Columns

Assault columns were hardly used during the Civil War, but a use was eventually found for them. During the battle of Spotsylvania Courthouse, between May 8th and May 21st 1864, a New York Colonel by the name of Emory Upton forwarded his idea of using regiments deployed in assault columns. The idea being that the forward regiments would slam like a fist into the Confederate works, wheeling to the left and right to clear a path for the regiments behind to exploit the breach. Although this is what initially happened, General Lee was quick to reinforce the breach and forced the Union troops out of the Confederate fieldworks. The idea was deemed a success, however, and would be used hereafter.

Assault columns may only be used against enemy troops in fieldworks; they have no place in any other type of battle. It took a lot of effort and preparation to organize units in such a fashion. Whenever a player wants to use an assault column against enemy entrenchments, the regiment or brigade must start the game in the assault column formation. Units that do not start the game in the assault column formation may not adopt it during the game and, in the highly unlikely case when a player decides to reform an assault column into another formation, they may not adopt the assault column again later on.

- Regiments and brigades may be deployed in assault columns as described in the **Movement** section.
- Brigades in Assault column receive a +1 special bonus on their order test.
- Regiments and brigades deployed in assault columns may not make use of the Passing Through the Lines rule.
- Regiments deployed in assault column shoot with half their shoot dice.
- Brigades in Assault column fighting against troops in fieldworks add additional combat resolution points to the combat result. The first regiment adds 1 point, the second regiment adds 2 points, the third regiment adds 3 points and so forth, until all the regiments of the brigade have been counted. This means that a brigade of four regiments adds 10 points of combat resolution to the final score: 1 + 2 + 3 + 4 = 10.
- If a charge on a unit in fieldworks is successful and the defending unit is forced back, the attacking player may immediately make one follow up move with all the units within that brigade, ignoring movement penalties. For example, the forward regiment could wheel to the left, the second regiment could wheel to the right and the regiments behind can move forward into the breach.
- If the assault column is forced back, they automatically lose the assault column formation.
- Brigades that have lost their formation as above no longer receive the Assault column combat bonus. The regiments are now fighting on their own.

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Playing *With Hot Lead and Cold Steel* at Division or Corps Level

For those brave players that have huge collections of figures, you may want to try to add an extra command level or two to your games. Basic games of *WHLCS* are aimed at playing at the brigade level. Players pick several brigades that each have 1 brigade commander who relays the order to their troops. The C-in-C is represented by one of the players on either side.

In large battles, players may choose to have the C-in-C represented on the table by a figure and actually allow him to actively play a role in the game. In addition, brigades may be formed into divisions, led by a division commander, and in turn, divisions may be organized into corps, led by a corps commander. This adds an extra layer of command and control, but is not so difficult to portray on the tabletop.

In order to play *WHLCS* at a higher organizational level, use the slight adjustments below:

- At the beginning of the Round, roll 2D5+2 to determine the number of ADCs the player (or players) may divide amongst their commanders. This gives players some much-needed extra options during larger games.

- C-in-Cs, division, and corps commanders are subject to all the rules regular Brigade commanders are subject to. If the C-in-C gives an order and rolls a 1, roll on the Unexpected Event Table as normal.
- When playing division and corps level games, players may decide to allow division and corps commanders to issue orders to several brigades or divisions at once. For example, if a Union player wants his three brigades of one division to move forward as fast as possible, it may be more expedient to simply order the entire division at once instead of ordering three brigades separately.
- The Command Radius of a C-in-C, divisional, or corps commander is 20”.
- The C-in-C, divisional, and corps commander may be used to reroll an order roll or morale check instead of the brigade commander. All the normal rules to rerolling order rolls and morale checks apply.

The Armies

Roughly three million men served in the Union and Confederate armies between 1861 and 1865. A small percentage of those were Army regulars, professional soldiers from before the war. But the overwhelming majority were citizen soldiers who volunteered for service or were conscripted during the latter part of the conflict. The backgrounds of these men were varied. A lot of them came from farms and the ever-growing cities. They were border ruffians and bowery toughs, firemen, students, doctors, white collar workers, miners and former slaves. Many had not even reached the age of 18, the minimum age required to take up arms. Some of these men were not even men. Hundreds of women, despite being forbidden by law, disguised themselves as men and enlisted in the armies of the blue and the grey. Most soldiers served in the infantry.

The infantry was around 80% of the men in blue, with 14% cavalry and 6% artillery. On the Confederate side, some 75% made up the infantry, 20% cavalry and 5% artillery. These are estimates, but they can give players a sense of the difference in branch services.

A game of *WHLCS* will probably be played mostly with infantry units, though this may vary from game to game. Below you will find generic statlines for all unit types suitable for both the Union and Confederate armies. As noted before, despite many similarities in organization and armament, there were differences between Union and Confederate armies from the start of the war. The experience of Confederate militia units helped the Southern cause greatly early on in the war. As the war progressed, Union forces gained in experience as well.

By Steve Noon. © Osprey Publishing Ltd. Taken from Campaign 391: *The Battle of Gettysburg 1863 (2)*

We have included army-specific rules on **Union Army Special Rules** and **Union Army Special Rules** for the Union and Confederate forces so players can add some extra flavour to their games. Players should agree on which of these army specific rules will be used beforehand to avoid any confusion during the game. We provide several historical scenarios, which describe which army-specific rules will be used. Players are encouraged to create their own historical or 'what if' scenarios and we hope the army specific rules will come in handy. It is all part of the fun!

Units

Infantry

Infantry Unit Table

Unit Type	Size	Move	Shoot	Melee	UC	Morale
Large Infantry Regiment	Large	10″	8 (6+)	8 (6+)	24	6+
Average Infantry Regiment	Average	10″	6 (6+)	6 (6+)	18	7+
Small Infantry Regiment	Small	10″	4 (6+)	4 (6+)	12	8+
Tiny Infantry Regiment	Tiny	10″	2 (6+)	2 (6+)	6	9+

Artillery

Artillery Unit Table

Unit Type	Size	Move	Shoot	Melee	UC	Morale
Large Battery	Large	14″/6″	3 (7+)	3 (7+)	18	4+
Average Battery	Average	14″/6″	2 (7+)	2 (7+)	12	5+
Small Battery	Small	14″/6″	1 (7+)	1 (7+)	6	6+

Cavalry

Cavalry Unit Table

Unit Type	Size	Move	Shoot	Melee	UC	Morale
Large Cavalry Regiment–mounted	Large	16	4 (6+)	8 (6+)	24	6+
Large Cavalry Regiment–dismounted	Large	10	8 (6+)	4 (6+)	24	6+
Average Cavalry Regiment–mounted	Average	16	3 (6+)	6 (6+)	18	7+
Average Cavalry Regiment–dismounted	Average	10	6 (6+)	3 (6+)	18	7+
Small Cavalry Regiment–mounted	Small	16	2 (6+)	4 (6+)	12	8+
Small Cavalry Regiment–dismounted	Small	10	4 (6+)	2 (6+)	12	8+

Army-Specific Rules

The following Army-specific rules add some extra definition between Union and Confederate forces which, without them, would resemble one another closely. These army specific rules are completely optional and should only be used when all players agree. The following rules may contain generalizations and perhaps simplifications or longstanding myths. We admit it is a challenge to translate real history to the gaming table. However, after years of researching the Civil War, we feel these additional army rules represent both armies well. We have tried to be as historically accurate as possible, and be respectful to the legacy of both men in blue and grey at the same time.

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Union Army Special Rules

More Regular and Green Troops

Union armies were a lot bigger than Confederate armies due to the North's larger population, which generated many more men of military age compared to the Southern side. Federal commanders could easily fill up depleted ranks. They did so by reorganizing regiments that had become too small to be effective. Experienced men from those regiments were distributed among newly-created regiments comprised mostly of inexperienced recruits. In addition, many regiments that were formed during the war saw relatively little combat. Therefore, unless stated otherwise, at least 50% of the Union force must consist of Green or Regular troops.

Larger Batteries

In general, Union batteries were larger than Confederate batteries. Therefore, unless stated otherwise, in scenarios or orders of battle (which are readily available in books and on the internet), Union batteries always start the game as Large.

The Union 'Hurrah'

Perhaps not as imposing or famous as the Confederate Rebel Yell, Union troops did also have their own ‘cheer’, for lack of a better term. Described by the late historian Shelby Foote as “the deep generous shout of the Northern soldier” it was used on the offensive to boost morale.

Union infantry units may use the Union Hurrah special rule when charging. If the Confederate player chooses the Stand and Fire charge reaction, the Union player can force the Confederate player to reroll 1 successful hit. The Union player may decide which die the Confederate player has to reroll. It might be wise to have the Confederate player reroll a natural result of 10. Green troops may not use the Union Hurrah special rule.

US African-American Troops

With the issuance of Abraham Lincoln’s Emancipation Proclamation in September 1862, the US War Department created the Bureau of Colored Troops and opened the ranks to African-American men. They came in their thousands. Roughly 180,000 ex-slaves, freedmen, and free men joined the many branches of the Union army and navy, though only white officers could lead them. Their contribution to the war effort cannot be understated, with Abraham Lincoln saying that they had helped to tip the balance in the Union’s favour.

Despite being underpaid for most of the war, despite being the target of racism on both the Union and Confederate side, and the threat of being sent into slavery or death if captured, morale among the African-American units was high. Their battle worthiness was doubted, but they soon proved their worth, eventually garnering praise and respect. The men knew what they were fighting for perhaps better than any other troops in the American Civil War.

Units with the US African-American Troops special rule do not need to make a morale test when they are charged in their front arc. In addition, these units receive a +1 morale bonus on their basic statline.

By Steve Noon. © Osprey Publishing Ltd. Taken from Campaign 374: *The Battle of Gettysburg 1863 (1)*

Confederate Army Special Rules

More Veteran Troops

The number of military aged men in the South paled in comparison to the North. Depleted regiments were reinforced by what little recruits flowed into the Confederate armies. This created a situation in which raw recruits quickly learned from experienced soldiers. In addition, from the outset of the war, Confederate armies benefitted greatly from the pre-war militia system many southern soldiers had served in. Confederate armies therefore contain a higher number of seasoned troops. Unless stated otherwise, Confederate armies may contain at least 50% units with the Veteran special rule.

Smaller Batteries

The Confederate artillery branch always lagged behind its Union counterpart, not just in numbers, but also in the quality of the guns and training of the crew. In a game of *WHLCS* , at least 2/3 of Confederate batteries must consist of smoothbore guns. In addition, unless stated otherwise, Confederate batteries are Average sized.

Worn Out

It is a well-known fact that the Confederate soldier did not eat as well as a Union soldier. This became especially telling during the last year of the war. The Confederate economy and infrastructure had collapsed and no men were available to harvest crops. Food was scarce, among many other things.

When playing a game set during 1864–65, all infantry and artillery units start the game with 1 fatigue penalty each. All cavalry units start the game with 2 fatigue penalties.

The Rebel Yell

The Confederate Rebel Yell is perhaps the most famous war cry in military history. First heard in 1861, the Rebel Yell echoed across the killing fields of the American Civil War. Although we will never know exactly what the Rebel Yell sounded like, it has often been described as a fox hunt yip mixed in with a ghostly shriek for good measure.

Confederate infantry and cavalry benefit from the Rebel Yell special rule when they receive a successful charge order. The Union player must make a morale test at -1; furthermore, the Confederate player may reroll one miss in melee combat.

Confederate Cavaliers

During the first half of the war, the Confederate cavalry branch was far superior to that of the North. The Confederate army worked with cavalry corps, one concentrated force. On the opposite side, the Union divided their cavalry brigades, using them piecemeal to defend supply routes and similar. The Union cavalry was generally outmanoeuvred.

When playing scenarios from the first half of the war, Confederate cavalry receives a +2 bonus on their order rolls.

Scenarios

Now that you have read all the rules you will want to get stuck in and get some games going. We have provided a few scenarios with orders of battle for both sides, as well as scenario-specific rules and objectives. You are of course free to change anything.

The first scenario is a generic, non-historical scenario where players can try out the game. We have kept both armies roughly the same in size and strength. Remember, this is not a competitive game; it is written to allow players to play an American Civil War game with the correct formations, terminology and the right historical feel of the period. There is bound to be some difference between the armies.

The other scenarios are historical scenarios with some background information on the battles. The historical outcomes have not been touched upon as we want you to go into the battles without too much prior knowledge. The orders of battle for each of the scenarios have been worked out as best we could, though it was very difficult to get precise regimental strengths. In these cases, we think some artistic license was required.

Table Size

Most wargamers use 6’ by 4’ tables for their games. This should work fine for smaller scales (up to 20mm figures). For 28mm figures, we highly recommend using the largest table you can build.

Abbreviations Used in the Scenarios

We use abbreviations for unit size (Large, Average, Small, Tiny), and for Commanders (Excellent, Great, Competent, Incompetent).

Scenario: Open Battle

This first scenario is as a try-out battle to learn the basic rules. We suggest skipping the advanced rules for now, although players are free to use them when they feel confident enough. The suggestions we have come up with for this scenario are not written in stone and you can change them all to suit your figure and terrain collection without difficulty.

Table Set-up

This is a fictional battle so players are free to use whatever scenery they have. We suggest setting up a table that is symmetrical, meaning both sides have equal advantages and disadvantages provided by the terrain placed on the table. We can imagine setting up hills, diagonally opposed to one another, in both deployment zones. A road could wind along the length of the table, with several roads branching off in different directions. Players can put fences and stone walls along these roads. Next up would be some fields and crops. A building can be placed in each half of the table. Finally, add scattered woods here and there. Keep the rules for terrain close for easy reference during the game.

Deployment

Players set up their forces along the length of their table side up to 12" on the table. Players may keep up to two brigades in reserve. Brigades kept in reserve may be ordered on the table on a 6+ during the Order Phase of the game. They may be placed anywhere in the controlling player's deployment zone.

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Objectives

A miniature wargame becomes more interesting when you fight for objectives. We suggest using three for this game. Place 1 objective marker directly in the middle of the table. Each player places 1 objective along the centre line of the table. Objective markers can be represented by many things. Players might simply use chits, dice, or whatever they fancy and place these on the table. Objectives in game terms can range from hills, crossroads, a corn field, a bridge. We leave it up to the players' imagination as to what and how big an objective is.

Victory Conditions

Victory conditions are as follows:

- 2 points per objective
- 1 point per broken brigade (i.e. 50% or more units destroyed)

In order to claim an objective, a unit must be in the centre of the objective and no enemy troops may be within 6" of that objective. Remember that brigades that have lost 50% of its units are considered non-scoring brigades, as explained in the **Victory and Defeat** section of How to Play. These brigades cannot claim objectives.

The player with the most victory points wins the game.

Union Order of battle

Brigade 1

- Brigadier General (G)
- Infantry (L)
- Infantry (L)
- Infantry (A)
- Infantry (A)
- Infantry (S)

Brigade 2

- Brigadier General (C)
- Infantry (A)
- Infantry (A)
- Infantry (A)
- Infantry (S)

Brigade 3

- Brigadier General (C)
- Infantry (L)
- Infantry (L)
- Infantry (L)

Brigade 4

- Brigadier General (I)
- Infantry (L)
- Infantry (A)
- Infantry (A)
- Infantry (S)

Brigade 5

- Brigadier General (E)
- Infantry (L)
- Infantry (A)
- Infantry (A)
- Infantry (A)
- Infantry (S)

Cavalry Brigade

- Brigadier General (G)
- Cavalry (A)
- Cavalry (A)
- Cavalry (A)

Battery 1

- Rifled (L)

Battery 2

- Rifled (L)

Battery 3

- Smoothbore (A)

Confederate Order of Battle

Brigade 1

- Brigadier General (E)
- Infantry (L)
- Infantry (A)
- Infantry (A)
- Infantry (S)

Brigade 2
- Brigadier General (E)
- Infantry (A)
- Infantry (A)
- Infantry (A)
- Infantry (S)

Brigade 3
- Brigadier General (C)
- Infantry (L)
- Infantry (L)
- Infantry (A)

Brigade 4
- Brigadier General (C)
- Infantry (A)
- Infantry (A)
- Infantry (A)
- Infantry (S)

Brigade 5
- Brigadier General (G)
- Infantry (L)
- Infantry (A)
- Infantry (A)
- Infantry (S)

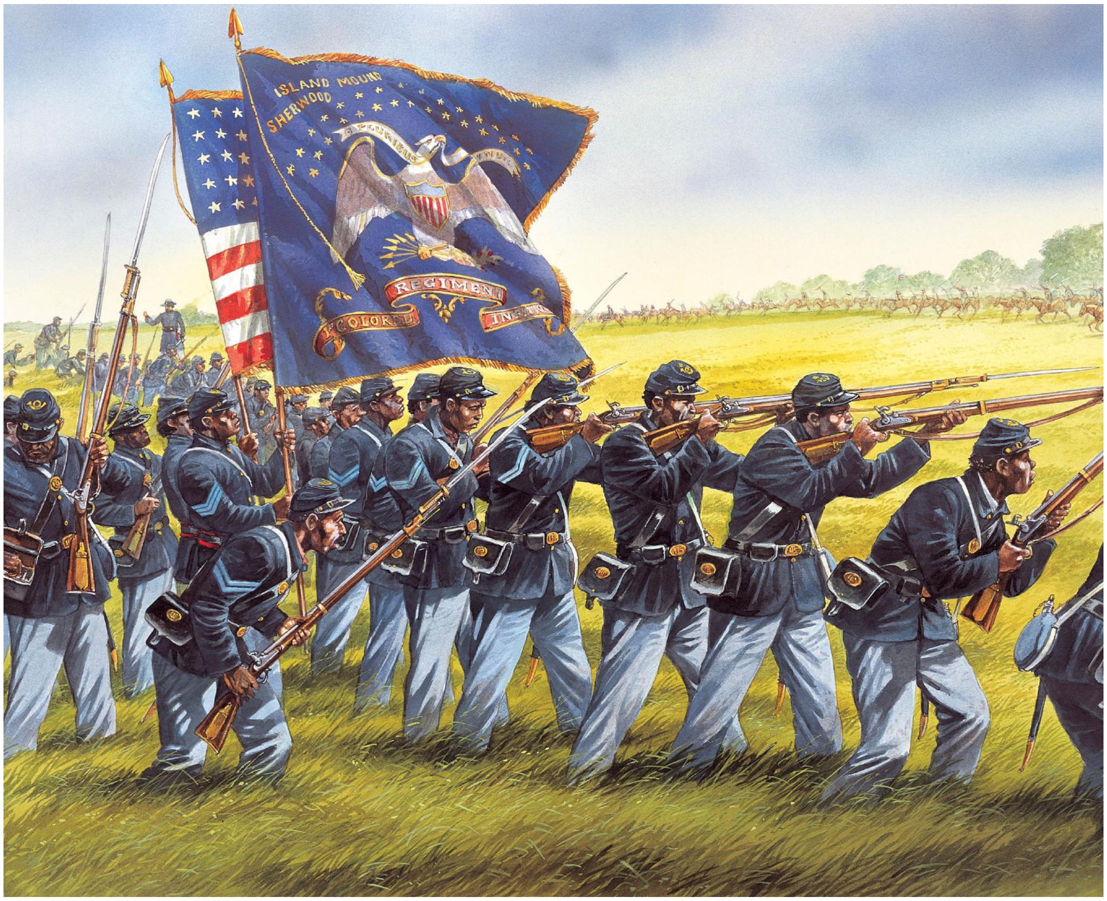
Cavalry Brigade
- Brigadier General (E)
- Cavalry (L) (Veteran)
- Cavalry (A) (Veteran)
- Cavalry (A) (Veteran)

Battery 1
- Smoothbore (A)

Battery 2
- Smoothbore (A)

Scenario: Perryville, October 8, 1862

Although the state of Kentucky never officially seceded from the Union, there was a strong pro Confederate presence. Abraham Lincoln, a native Kentuckian, was cautious in his dealings with the state, which had declared its neutrality at the beginning of the war. “I think to lose Kentucky is nearly the same as to lose the whole game,” Lincoln admitted. Throughout 1861, that neutrality was broken as the political tides shifted in the Union’s favour. Slowly, both North and South began advancing troops into Kentucky and a tug of war quickly erupted.



By Peter Dennis. © Osprey Publishing Ltd. Taken from Warrior 114: *African American Soldier in the Civil War*

In late September 1862, Buell’s Army of the Ohio marched towards Perryville where the Confederate Army of the Tennessee under Braxton Bragg was waiting. The battle of Perryville ensued on October 8, 1862 and its outcome was determined by bloody fighting and much confusion. Bragg had around 16,000 men to oppose Buell’s 60,000. However, Buell’s three corps were scattered west of Perryville. Only general McCook’s I Corps was in position northwest of Perryville, directly opposing the rebels; the sides were evenly matched. In the very early afternoon, Major General Cheatham struck the Federals and the fighting continued throughout the day, with both sides feeding brigades piecemeal into the fight.

Bragg had little idea that Buell had two fresh corps to the west and southwest of Perryville. Buell, on the other hand was unaware of a major engagement to the north because the sound of battle never reached him, due to a strange natural phenomenon called an ‘acoustic shadow’, which caused the sound of battle to drift away in the opposite direction. By the time Buell could bring his superior numbers to bear, the sun was behind the horizon and the Confederates had won a small tactical victory. During the evening, Bragg began to realize what force he was actually facing and ordered his army to move out of Kentucky. This effectively granted Buell a strategic victory and allowed the Union to take control of the state.

Terrain

See the scenario map for the terrain and board set up. There are two hills that are occupied by the Union at the beginning of the battle. Most of the ground is open, with some cornfields and light woods here and there. The rivers and other watercourses count as difficult ground due to the drought.

Number of Rounds

This scenario is played out over at least six rounds. After the sixth round, roll a D10. On a 6+, the game continues for a final seventh round.

Deployment

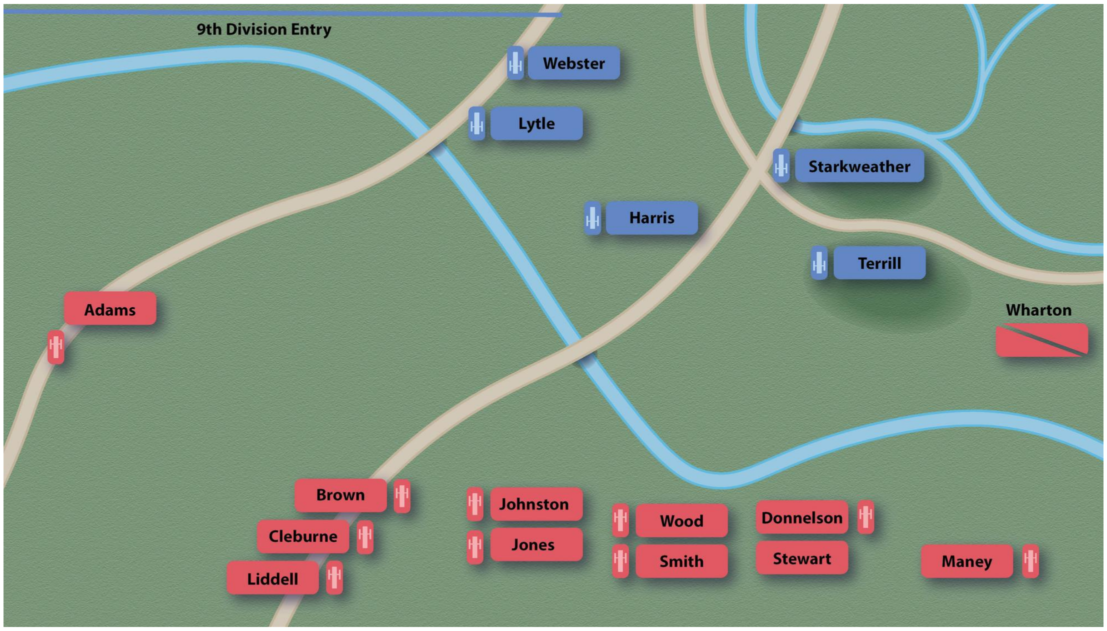
Confederate forces deploy up to a quarter of the board’s width in, apart from Adams and Wharton that may deploy up to half the board’s width (Adams on the left wing, Wharton on the right). Divisional, and corps commanders should be within their deployment zones and near their respective forces.

Union forces deploy in the top right quadrant, up to half the board’s width in. Mitchell’s 9th Division starts off the board and arrives from the top left board edge starting on the Union player’s Turn 4, they may receive orders that Turn as normal. Terrill’s brigade (33rd Brigade), including the two

Average sized batteries are Green, all other troops are considered Regular. Divisional, and corps commanders should be within their deployment zones and near their respective forces.

Victory Conditions

The battle of Perryville was, as most Civil War battles, confusing. Both sides aimed to establish a lasting military presence in Kentucky by destroying the opposite side. One victory point is awarded for every unit destroyed. An extra victory point is awarded for brigades that are completely wiped out. Five victory points are awarded to the side controlling Open Knob.


9th Division Entry
Webster
Lytle
Starkweather
Harris
Terrill
Adams
Wharton
Brown
Cleburne
Liddell
Johnston
Jones
Wood
Smith
Donnelson
Stewart
Maney

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Union Order of Battle

First Corps

- Major General Alexander McDowell McCook (C) (C&C)

3rd Division

- Brigadier General Lovell Harrison Rousseau

9th Brigade: Col Leonard A. Harris (C)

- 38th Indiana (L)
- 2nd Ohio (A)
- 33rd Ohio (L)
- 94th Ohio (A)
- 10th Wisconsin (A)
- 5th Indiana Battery Light Artillery (L) (smoothbore)

17th Brigade: Colonel William Haines Lytle (C)

- 42nd Indiana (A)
- 88th Indiana (A)
- 15th Kentucky (A)
- 3rd Ohio (L)
- 10th Ohio (A)

- 1st Michigan Light Artillery (L) (rifled)

28th Brigade: Colonel John Converse Starkweather (C)

- 24th Illinois
- 79th Pennsylvania
- 1st Wisconsin
- 21st Wisconsin
- 4th Indiana Light Artillery (L) (smoothbore)
- 1st Kentucky Light Artillery (L) (rifled)

10th Division

- Brigadier General James Streshly Jackson (C)

33rd Brigade: Brigadier General William Rufus Terrill (C)

- Garrard's Detachment (S) (Green)
- 80th Illinois (L) (Green)
- 123rd Illinois (A) (Green)
- 105th Ohio (A) (Green)
- Parsons' Independent Battery (L) (smoothbore) (Green)

34th Brigade: Colonel George P. Webster

- 80th Indiana (A)
- 50th Ohio (A)
- 98th Ohio (L)
- 121st Ohio (L)
- 19th Indiana Light Artillery (smoothbore) (L)

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Sent as reinforcements on Union Turn 4

9th Division
- Brigadier General Robert Byington Mitchell (C)

30th Brigade: Colonel Michael Gooding (C)
- 59th Illinois (L)
- 75th Illinois (A)
- 22nd Indiana (L)
- 5th Wisconsin Light Artillery (L) (smoothbore)

Gay's Cavalry Brigade: Captain Ebenezer Gay (C)
- 9th Kentucky Cavalry (A)
- 2nd Michigan Cavalry (A)
- 9th Pennsylvania Cavalry (A)
- 2nd Minnesota Light Artillery (smoothbore) (S)

Confederate Order of Battle

Commander

- General Braxton Bragg, Army of the Mississippi (G) (C&C)

Right Wing

- Major General Leonidas Polk (G)

1st Division

- Major General Benjamin Franklin Cheatham (C)

1st Brigade: Brigadier General Daniel Smith Donelson (C)

- 8th Tennessee (A)
- 15th Tennessee (A)
- 16th Tennessee (A)
- 38th Tennessee (A)
- 51st Tennessee (A)
- Carnes' Battery (A) (smoothbore)

2nd Brigade: Brigadier General Alexander Peter Stewart (C)

- 4th Tennessee (A)
- 5th Tennessee & 46th Tennessee (A)
- 24th Tennessee (A)
- 31st Tennessee (A)
- 33rd Tennessee (A)
- Stanford's Battery (A) (rifled)

3rd Brigade: Brigadier General George Earl Maney (C)

- 41st Georgia (A)
- 1st Tennessee (A)
- 6th Tennessee (A)
- 9th Tennessee (A)
- 27th Tennessee (A)
- Turner's Battery (A) (smoothbore)

4th Brigade: Brigadier General Preston Smith (C)

- 12th Tennessee (A)
- 13th Tennessee (A)
- 47th Tennessee (A)
- 154th Tennessee (A)
- 9th Texas (A)
- Scott's Battery (A) (smoothbore)

1st Cavalry Brigade: Colonel John Austin Wharton (C)

- 2nd Georgia Cavalry (S)
- 1st Kentucky Cavalry (S)
- 4th Tennessee Cavalry (S)
- Davis' Cavalry Battalion (S)
- 8th Texas Cavalry (S)

Left Wing

- Major General William Joseph Hardee (C)

2nd Division

- Brigadier General James Patton Anderson (C)

1st Brigade: Brigadier General John Calvin Brown (C)

- 1st Florida (A)
- 3rd Florida (A)
- 41st Mississippi (A)
- 14th Georgia Battalion Light Artillery (A) (smoothbore)

2nd Brigade: Brigadier General Daniel Weisiger Adams (C)

- 13th Louisiana (A)
- Austin's Battalion, Sharpshooters (S) (sharpshooters)
- 16th Louisiana (A), 20th Louisiana (A)
- 25th Louisiana (A)
- Washington Artillery (A) (smoothbore)

4th Brigade: Colonel Thomas Marshall Jones (C)

- 27th Mississippi (A)
- 30th Mississippi (A),
- 34th Mississippi (A)
- 2nd Alabama Battalion Light Artillery (smoothbore) (A)

3rd Division

- Major General Simon Bolivar Buckner (G)

1st Brigade: Brigadier General St. John Richardson Liddell (C)

- 2nd Arkansas (A)
- 5th Arkansas (A)
- 6th Arkansas (A)
- 7th Arkansas (A)
- 8th Arkansas (A)
- Swett's Battery (L) (smoothbore)

2nd Brigade: Patrick Ronayne Cleburne (C)

- 13th Arkansas/15th Arkansas (L)
- 2nd Tennessee (A)
- 35th Tennessee (A)
- 48th Tennessee (A),
- Calvert’s Battery (A) (smoothbore)

3rd Brigade: Brigadier General Bushrod Rust Johnson (C)

- 5th Confederate (A)
- 17th Tennessee (A)
- 23rd Tennessee (A)
- 25th Tennessee (A)
- 37th Tennessee (A)
- 44th Tennessee (A)
- Darden’s Battery (A) (smoothbore)

4th Brigade: Brigadier General Sterling Alexander Martin Wood (C)

- 16th Alabama (A)
- 33rd Alabama (A)
- 3rd Confederate (A)
- 15th Mississippi Sharpshooters (S) (sharpshooters)
- 32nd Mississippi (A)
- 33rd Mississippi (A)
- Semple’s Battery (L) (smoothbore)

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Scenario: Chancellorsville, April 30th–May 6th, 1863

One of the largest battles of the Civil War was fought between April 30th and May 6th, 1863, in the vicinity of an old inn called Chancellorsville in Virginia. Slightly to the west, a wooded area called the Wilderness screened the approach to the building.

At the beginning of the 1863 Spring offensive the newly-appointed Union commander of the Army of the Potomac, Joseph Hooker, tried to bypass Confederate general Robert E. Lee's army, still holding onto Fredericksburg, by moving by his left flank, crossing the Rapidan River and using Chancellorsville as a jump off point to attack Lee in the rear. Lee, hearing of the movements of Hookers larger army, would have none of that. He divided his army and attacked Hooker on May 1st on the Orange Plank and Orange Turnpike Roads just east of the Wilderness.

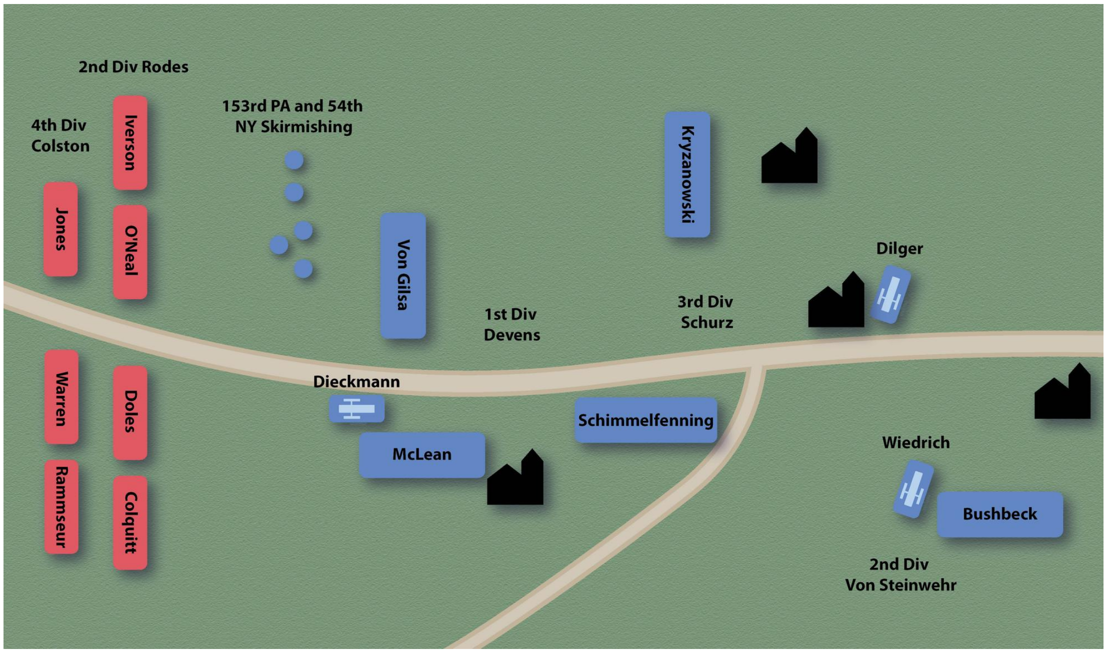
Stunned by the aggressive actions of Lee, Hooker ordered his army to abandon the high ground they had just occupied and moved his divisions back to take up defensive positions. During that same evening, Lee and his second in command, Stonewall Jackson, held a council of war and debated how best to continue the fight. They were facing an army almost twice their strength. Cavalry commander J.E.B. Stuart arrived with much needed intelligence, informing Lee that the right flank of Hooker's army was covered by Oliver O. Howard's small XI Corps and was "up in the air", meaning it was not anchored on any natural position nor were his men dug in. Lee made a fateful decision: he would divide his army again, allowing Jackson to move his corps of some 28,000 men around the Union right and attack them in the flank and rear.

Early in the morning of May 2, Jackson's men started their 12 mile march. In late afternoon they sprang their trap on the unsuspecting XI Corps which, despite offering resistance where it could, was wrecked. More divisions of Jackson's Corps were piling in, but nightfall made any further progress impossible. During the following days, Hooker ordered his troops back, allowing Lee to attack him from multiple directions, leading to Hooker's final retreat across the Rapidan on May 6th. Chancellorsville is considered to be Lee's martial masterpiece, where he defied the biggest odds by dividing his small army. It came at a very high cost however; Lee lost roughly 13,000 irreplaceable men, including Stonewall Jackson, who was accidentally shot by his own men on May 2nd. Hooker lost 17,000 men and quite possibly his nerves. He was replaced by George Gordon Meade a few days before the battle of Gettysburg, two months later.

Union Army

The XIth Corps is understrength at around 11,000 men. It consisted of mostly German immigrants. Their former commander Franz Sigel, also a native-born German, had just resigned his commission and was replaced by Oliver O. Howard, whom the men did not like. The corps was looked at unfavorably by Hooker, who had placed it on the Union's far right flank where it would surely see no action.

All the infantry regiments in the corps are armed with rifled muskets. There are two rifled batteries and one smoothbore battery attached to the corps. The men in the corps are of low morale, therefore, each commander suffers a -1 on their order roll although for all other purposes, they count as Competent commanders.


2nd Div Rodes
4th Div Colston
Iverson
Jones
O'Neal
153rd PA and 54th NY Skirmishing
Von Gilsa
Kryzanowski
Dilger
1st Div Devens
3rd Div Schurz
Warren
Doles
Rammseur
Colquitt
Dieckmann
McLean
Schimmelfenning
Wiedrich
Bushbeck
2nd Div Von Steinwehr

Confederate Army

The Confederate army list represents the 2nd and 4th Divisions of the 2nd Corps of the Army of Northern Virginia under the command of Lieutenant General Thomas J. Jackson. All brigadiers count as Great commanders, granting them +1 on their order and rally rolls. All Confederate units begin the game with 1 fatigue penalty because of their long march.

Number of Rounds

This scenario ends after 6 rounds.

Deployment

This scenario needs a very large table, We recommend 6’ x 9’ for 28mm scale games, with north and south along the long edges. The Confederate army is placed within 20” of the western (left) table edge. Another 20” separate them from the Union army. The Union army is scattered across the rest of the table as indicated on the map. A small section of the Unions 13th rifled battery is deployed along the Union’s right flank, making it a Small battery. The rest of the battery is pointing south and counts as an Average battery. The three divisions of the Union XI Corps are encamped at the extreme of the Union’s right flank. The 153rd Pennsylvania and 54th New York of Von Gilsa’s brigade are deployed as skirmishers and are facing west. The rest of the units within the XI are cooking meals and minding their own business. They are deployed on the table in a disorderly fashion and are totally unprepared for battle. Batteries are unmanned at the start of the game.

Special Rules

It is recommended to use the advanced section of the rules for this scenario. For instance, the XI Corps consisted of relatively untested troops so it would be best to categorize them as either Green or Regular. The Confederate army consisted of veteran troops and may therefore be categorized as Veteran. The Confederates have the initiative on the first turn.

Save for the 153rd Pennsylvania and 54th New York, none of the regiments in the Union army are prepared for battle. Union regiments are placed in a disorderly manner on the table. In each Union turn, the Union player rolls a D10 for each of his units to see if they can organize themselves. On the first turn, a roll of 8+ is needed, on the second turn a roll of 7+ is needed, on the third turn, a roll of 6+ is needed and so on. Unorganized Union troops caught in a round of close combat are deemed captured immediately and removed from the table. No round of melee ensues. Confederate units that come into contact with unorganized batteries capture the guns and may start using them immediately as their own.

Objectives

For the Confederate army, the objective is simple: destroy the enemy. The Confederate players receive 1 victory point for every Union unit destroyed or captured (including batteries). They receive 5 further victory points if no enemy units are present within 6’ of the Confederate deployment zone on round 6.

The Union players have the bigger challenge. The XI Corps was not expected to do any fighting at all but are now in the fight of their lives. They receive 1 victory point for every Confederate unit destroyed or captured. They receive 1 victory point for each recaptured battery. The Union players receive 5 additional points if they control 50% or more of the table after 6 rounds.

Union Order of Battle

- Commanding General: Oliver O. Howard (C)

1st Division

- Brigadier General Charles Devens Jr. (C)

1st Brigade: Leopold von Gilsa (C)

- 41st New York (A)
- 45th New York (A)
- 54th New York (A)
- 153rd Pennsylvania (A)

2nd Brigade: Nathaniel C. McLean (C)

- 17th Connecticut (A)
- 25th Ohio (A)
- 55th Ohio (A)
- 75th Ohio (A)
- 107th Ohio (A)

Divisional Artillery

- 13th New York Light Battery (L) (Rifled)

2nd Division

- Brigadier General Adolph Von Steinwehr (C)

1st Brigade: Adolphus Buschbeck (C)

- 41st New York (A)
- 45th New York (A)
- 54th New York (A)
- 153rd Pennsylvania (A)

Divisional Artillery

- 1st New York Light, Battery I (L) (Rifled)

3rd Division

- Major General Carl Schurz (C)

1st Brigade: Alexander Schimmelfennig (C)

- 82nd Illinois (A)
- 68th New York (A)
- 157th New York (A)
- 61st Ohio (A)
- 74th Pennsylvania (A)

2nd Brigade: Wlodzimierz Krzyzanowski (C)

- 58th New York (A)
- 119th New York (A)
- 75th Pennsylvania (A)
- 26th Wisconsin (A)

Divisional Artillery

- 1st Ohio Light, Battery I (L) (Smoothbore)

Confederate Order of Battle

- Commanding General: Stonewall Jackson (E)

2nd Division

- Brigadier General Robert E. Rodes (G)

Rode’s Brigade: Edward A. O’Neal (C)

- 3rd Alabama (A)
- 5th Alabama (A)
- 6th Alabama (A)
- 12th Alabama (A)
- 26th Alabama (A)

Colquitt’s Brigade: Alfred H. Colquitt (C)

- 6th Georgia (A)
- 19th Georgia (A)

- 23rd Georgia (A)
- 27th Georgia (A)
- 28th Georgia (A)

Doles' Brigade: George P. Doles (C)

- 4th Georgia (A)
- 12th Georgia (A)
- 21st Georgia (A)
- 44th Georgia (A)

Iverson's Brigade: Alfred Iverson Jr.(C)

- 5th North Carolina (A)
- 12th North Carolina (A)
- 20th North Carolina (A)
- 23rd North Carolina (A)

4th Division

- Brigadier General Raleigh E. Colston

Ramseur's Brigade: Stephen D Ramseur (C)

- 2nd North Carolina (A)
- 4th North Carolina (A)
- 14th North Carolina (A)
- 30th North Carolina (A)

Jones's Brigade: John R. Jones (C)

- 21st Virginia (A)
- 42nd Virginia (A)
- 44th Virginia (A)
- 48th Virginia (A)
- 50th Virginia (A)

Colston's Brigade: E. T. H. Warren (C)

- 1st North Carolina (A)
- 3rd North Carolina (A)
- 10th Virginia (A)
- 23rd Virginia (A)
- 37th Virginia (A)

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Designing Scenarios

When designing scenarios, I wanted to provide players with a short introduction of the battle. You will get a better sense of what was happening at a particular time, who was fighting who, which units were engaged, what the objectives were etc. So some initial research is key. That is your main starting point. Second, make sure the scenario is playable by you and your wargaming friends. Concentrate on a smaller part of the battle. For instance, the Chancellorsville scenario provided in this book focuses just on the initial Confederate assault. Once you have decided on the battle, it will be handy to make an Order of Battle (OOB) for both sides. Some books provide those but, I have found a quick online search was enough. Do be aware that you might want to cross-reference different sources as this will provide you with the most accurate data. The American Battlefield Trust website came in handy, but also the National Park Service and the West Point. OOBs for the Civil War are there to be found, but it can be tricky, especially those relating to the Confederacy. Third, I wanted to keep the scenarios simple. Although the scenarios in *WHLCS* are still pretty large in terms of units on the table, I have not concerned myself with exact numbers of effective strengths per regiment. Where possible, I translated unit strengths to those found in this rulebook: tiny, small, average, and large. Same goes for experience levels: green, regular, and veteran. As for objectives, try to keep them simple as well. There is no point in coming up with complex tactical goals that players are not likely going to achieve. Generally speaking, Civil War battles could become complex, but the objectives were quite basic: “take that hill”, “secure that flank until sundown”, “drive those fellas out of those woods”, and so forth.

To sum up, if you would like to write your own historical scenarios for *WHLCS*, I would like to advise taking the following steps:

- Pick a battle.
- Do some general research on that battle.
- Pick a section of that battle to focus on.
- Research which units participated in that section and create an OOB.
- Translate the unit sizes and experience levels from *WHLCS* to that OOB.
- Think about the deployment of troops. Where are they positioned? Will certain units arrive on the table later during the game? Check the historical information you have.
- Come up with some achievable objectives for both sides.

- Think of some cool rules that reflect that particular battle. For instance, the hot weather at Gettysburg might have an effect on troops.

To close off, I would like to say that the excellent scenario books by Brad Butkovich have been a huge inspiration. Titles like *Summer Storm*, *This Bloody Field* and *Brave Hearts Trembled* are just a couple of examples and are full of well researched scenarios. Me and my gaming group have used them for years. They are still in print at the time of writing and readily available to complement your games of *With Hot Lead and Cold Steel*.

ABOUT THE AUTHOR

Arthur van der Ster's obsession with miniature wargaming began in the 1980s, when his brother bought a box of Esci Union infantry and MB's HeroQuest. This also sparked his interest in fantasy, science fiction, and history, in particular American history. In 2011 and 2014, he went on to earn his BA and MA degrees in American studies. He is currently a Dutch teacher for adults with an immigrant background, and wishes one day to teach American history at a university. Arthur lives in Houten in the Netherlands, with his wife Joyce and daughter Virginia, his pride and joy.

ILLUSTRATOR

Mark Stacey was born in Manchester, UK, in 1964 and has been a freelance illustrator since 1987. He has a lifelong interest in all periods of history, particularly military history, and has specialized in this area throughout his career. He now lives and works in Cornwall.

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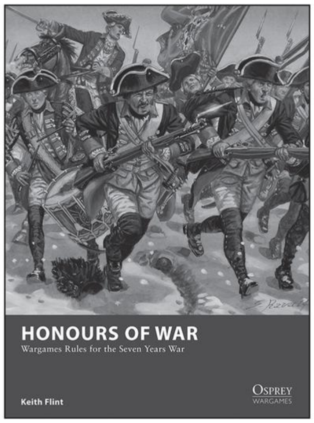
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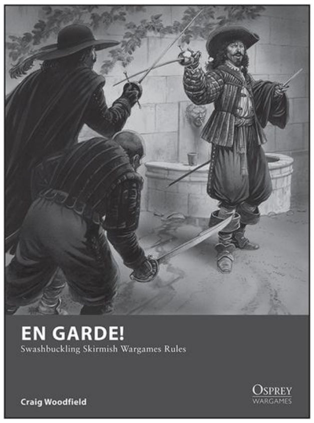
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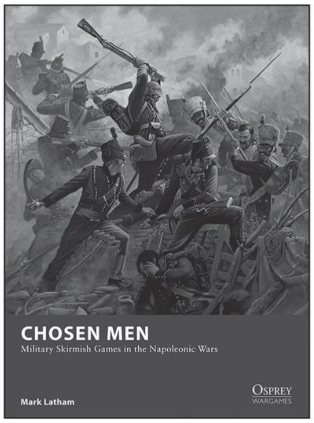
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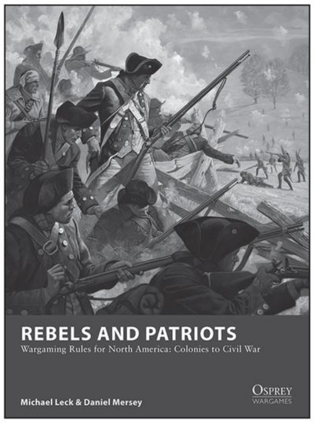
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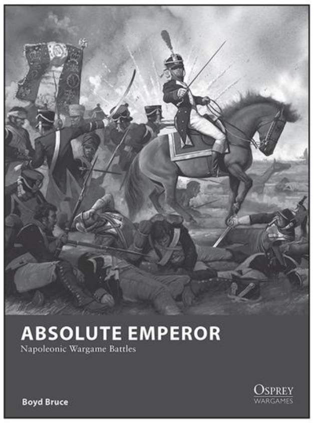
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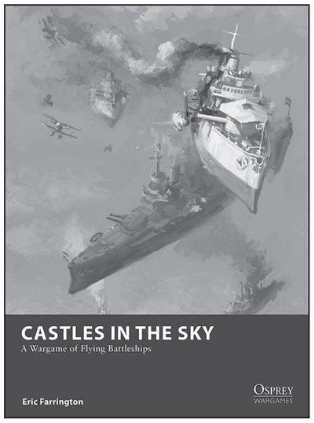
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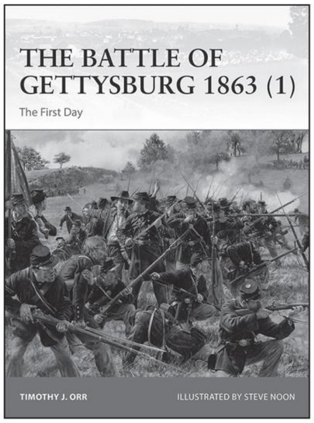
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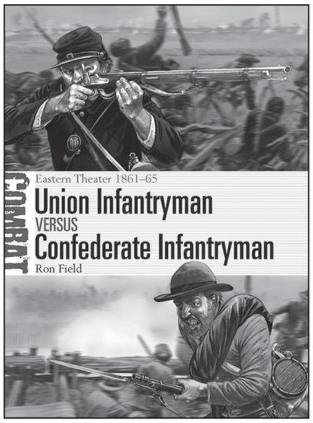
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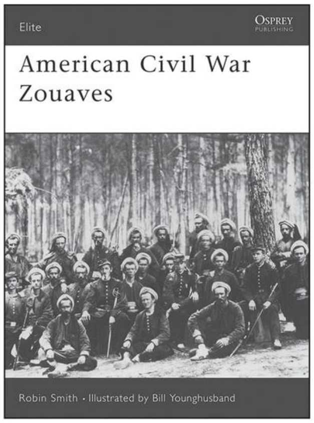
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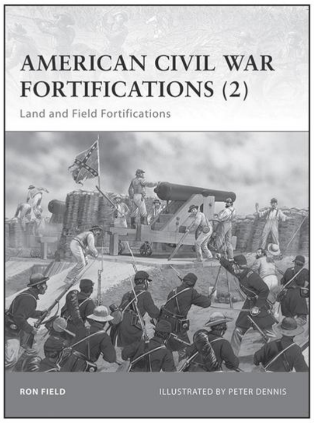
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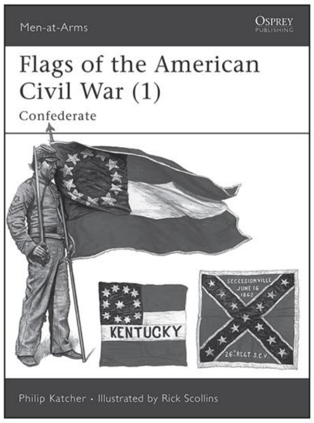
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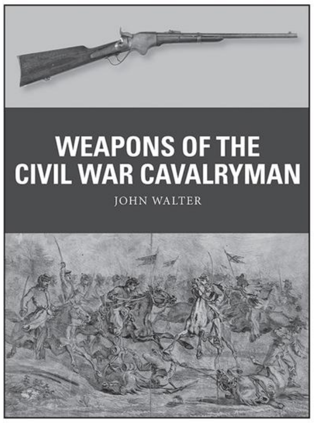
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